DIC

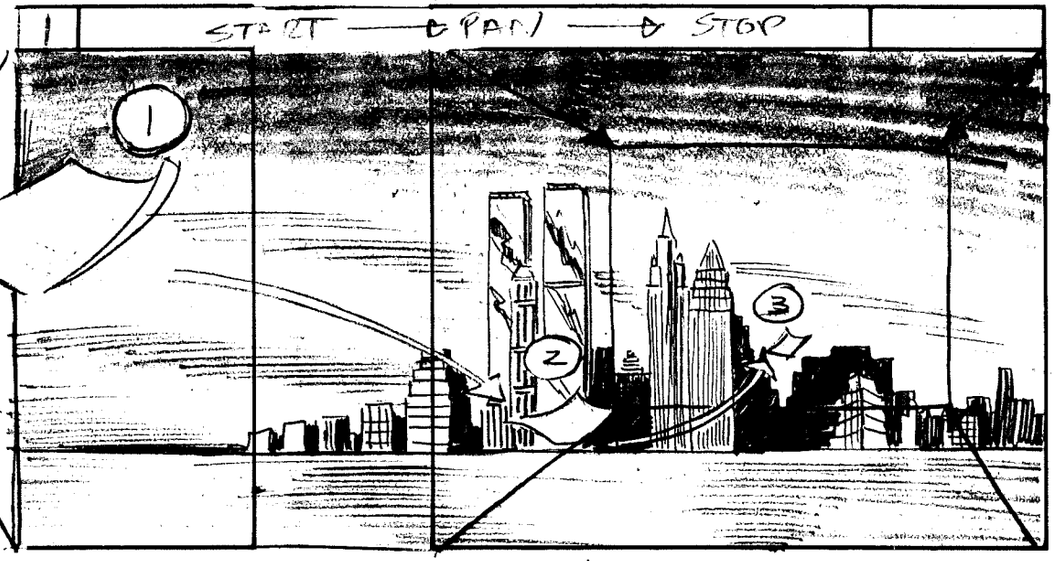
THE REAL GHOSTBUSTERS

#17

"REVENGE OF THE GHOSTMASTER!"

STORYBOARD BY
KEITH TUCKER

SHOW ACT 2 PAGE 1



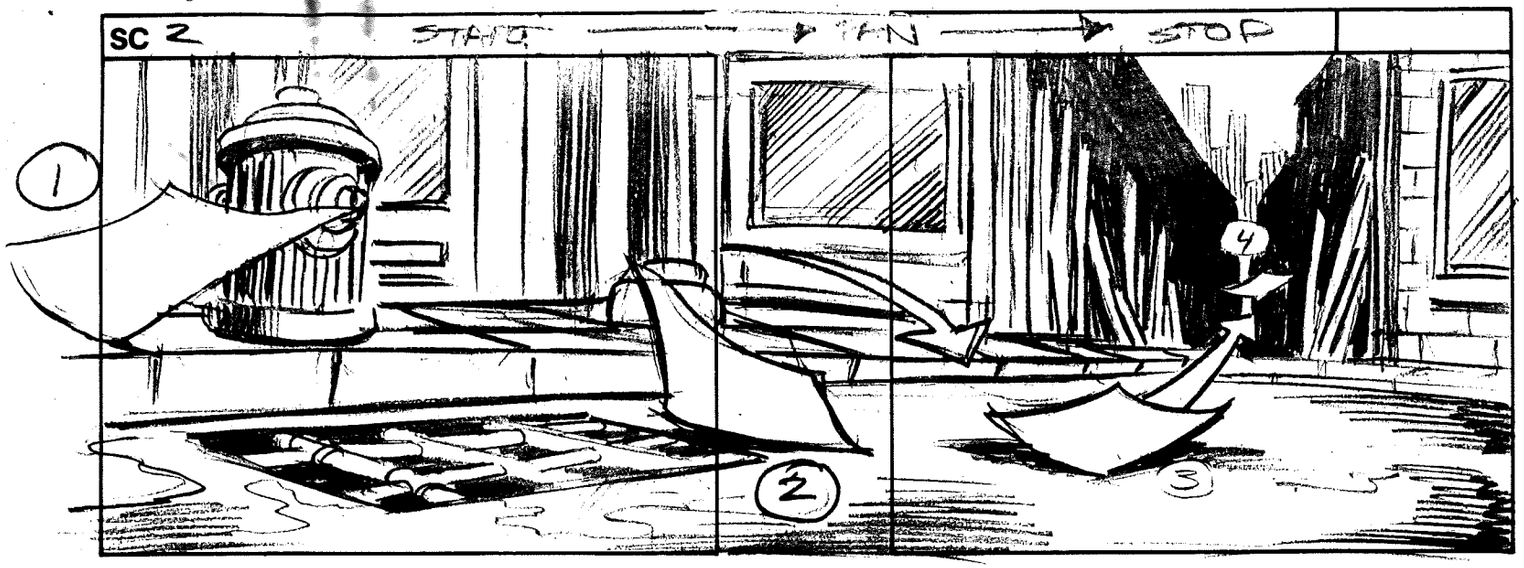
FI

EXT NEW YORK CITY NIGHT PAN WITH PAPER AS IT FLYS TOWARDS NEW YORK TRUCK IN.

DIC

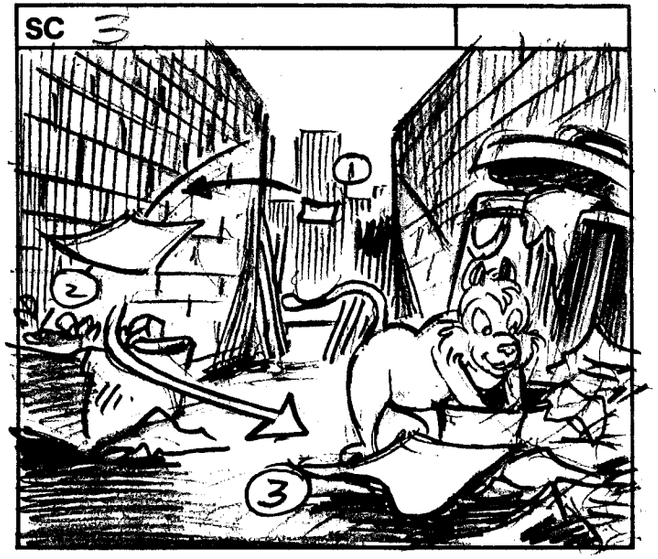
SHOW ACT PAGE 2

SC 2 START → PAN → STOP

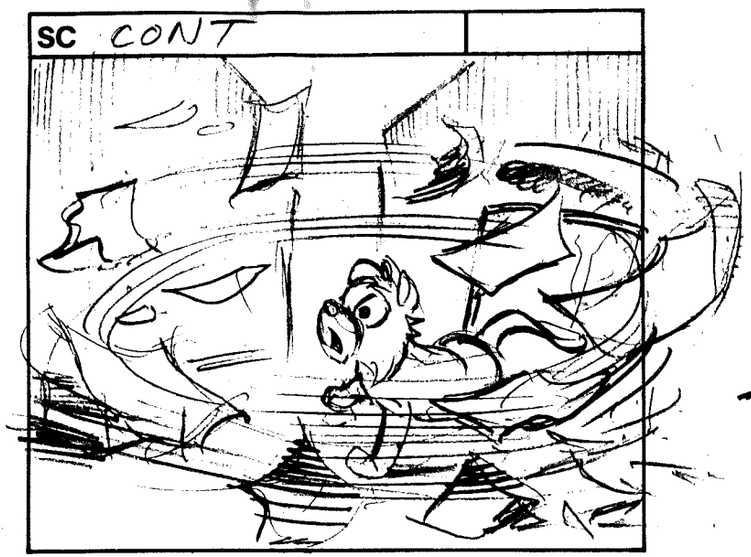


PAPER INTO SC BLOWS ALONG STREET + IS WISKED UP INTO THE AIR TOWARDS ALLEY

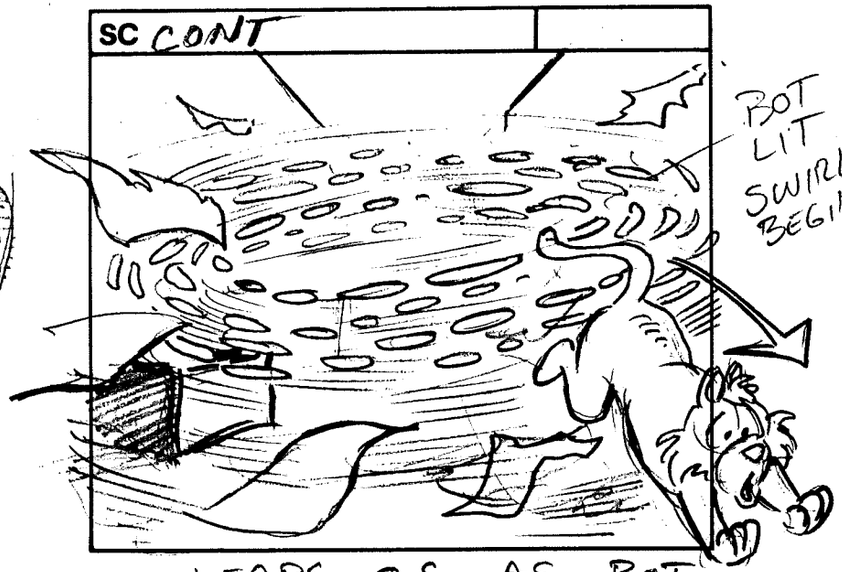
SC 3



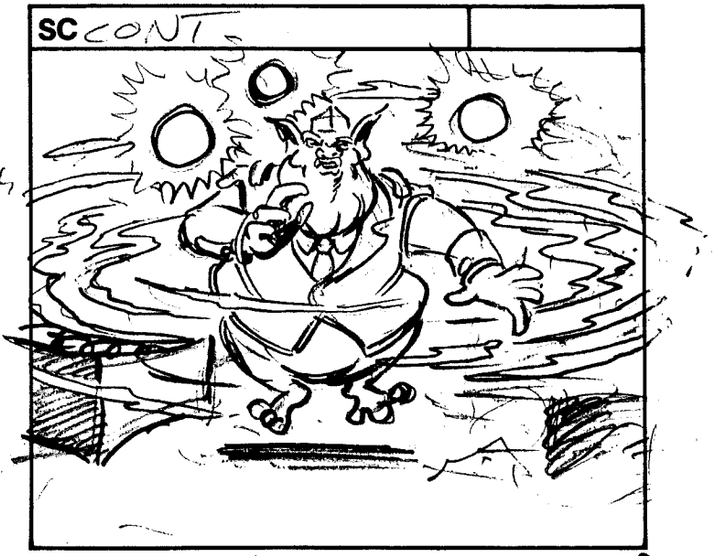
INT ALLEY, CAT DIGS THROUGH TRASH, PAPER FLIES TOWARDS CAM TOWARDS CAT CONT →



WIND PICKS UP PAPERS THEY SWIRL IN WIRLWIND CAT REACTS...

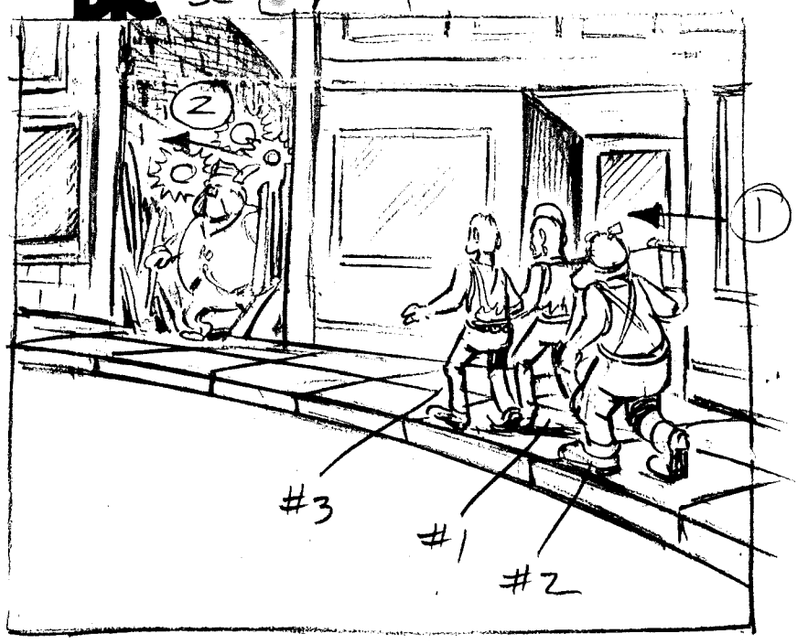


... LEAPS O.S. AS BOT LIT EFX BEGIN IN THE WIRLWIND...



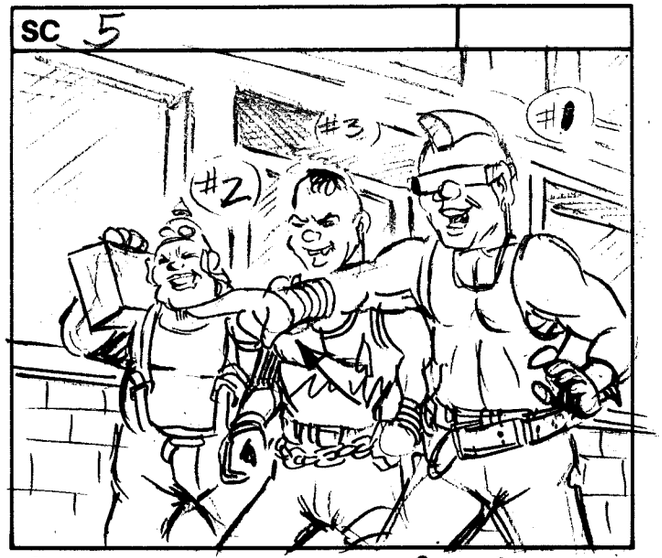
... GHOST MASTER APPEARS IN BOT LIT SWIRL.. EFX FADE OFF

DIC SC 4



GANG MEMBERS INTO SC FIRST... THEN GHOST MASTER + BUBBLES INTO SC.

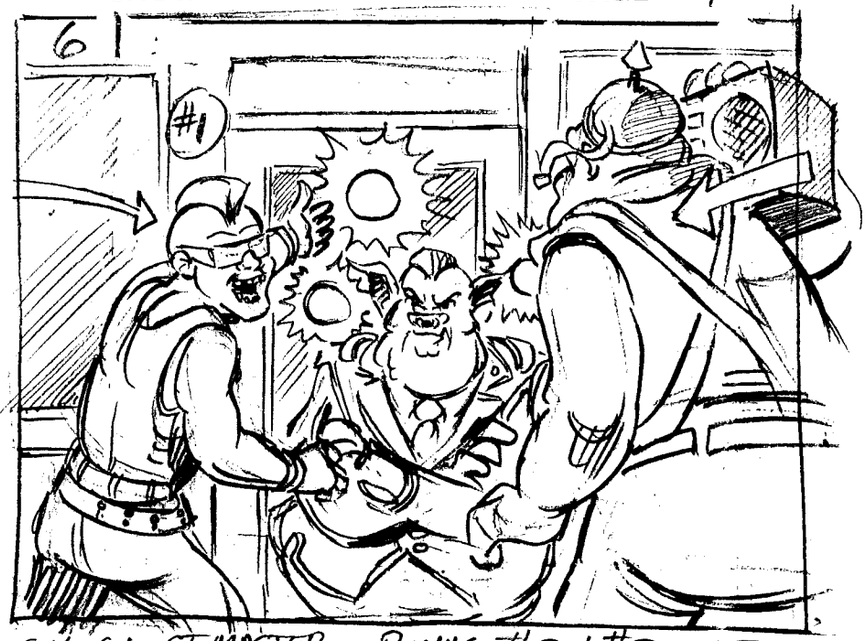
SC 5



PUNKS INTO SC + STOP #1 POINTS OS.

SHOW ACT PAGE 7

6



ON GHOST MASTER, PUNKS #2 + #3 INTO SCENE

FIRST HOODLUM (1)
Dig this geek.

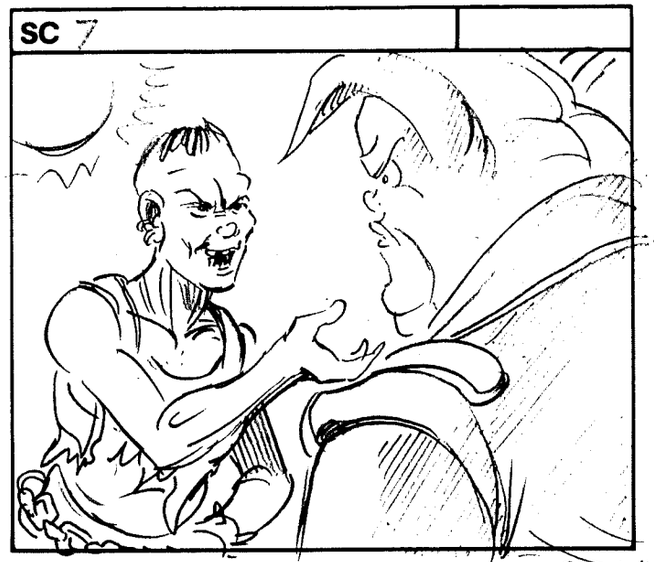
SECOND & THIRD HOODLUMS (2)
(Punk LAUGHTER)

FIRST HOODLUM (3)
(SNORTS)
Maybe he thinks he's a Christmas tree.

SC CONT

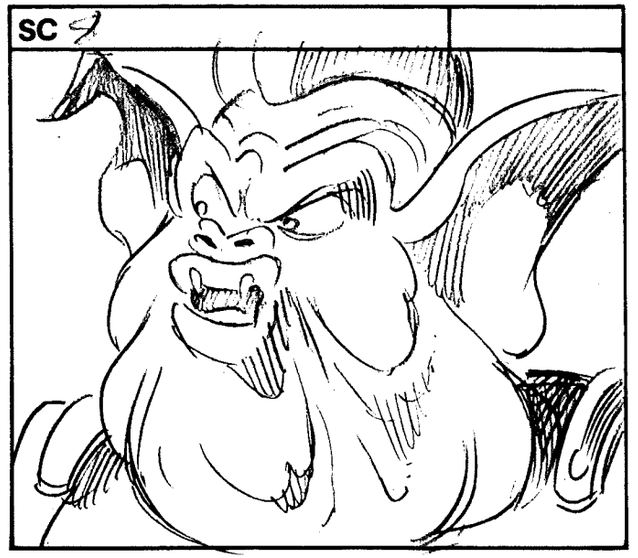
GANG MEMBERS SURROUND GHOSTMASTER #1 PUNK INTO SC + STOPS.

SC 7



CLOSER GHOST MASTER + PUNK #3

SC 9



CLOSE ON GHOSTMASTER

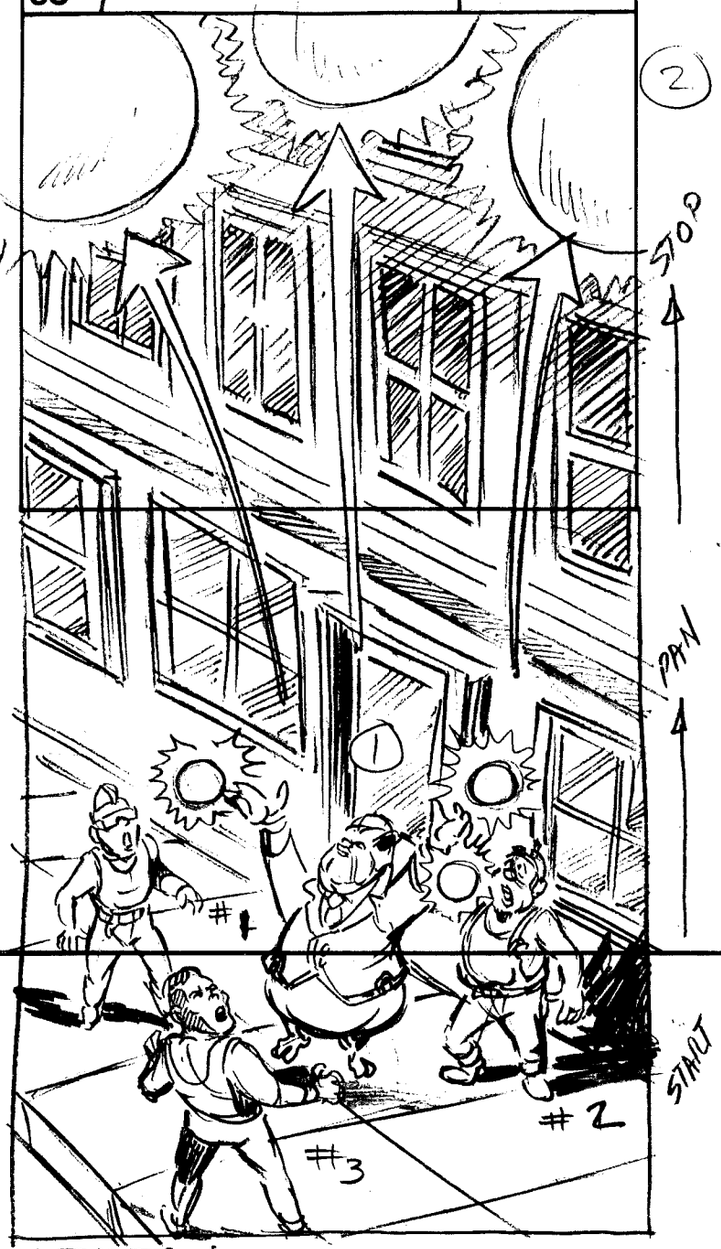
PUNKS:

LAUGHTER

THIRD HOODLUM (4)
(in charge)
Yeah, an Christmas is the time for givin', so let's see your cash, Jack.

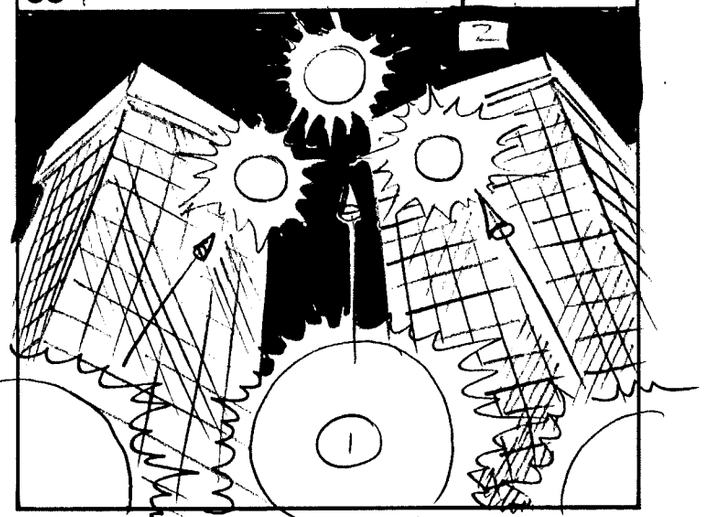
GHOSTMASTER (5)
(GROWLS)
Not a chance, mortal scum.

SC 9



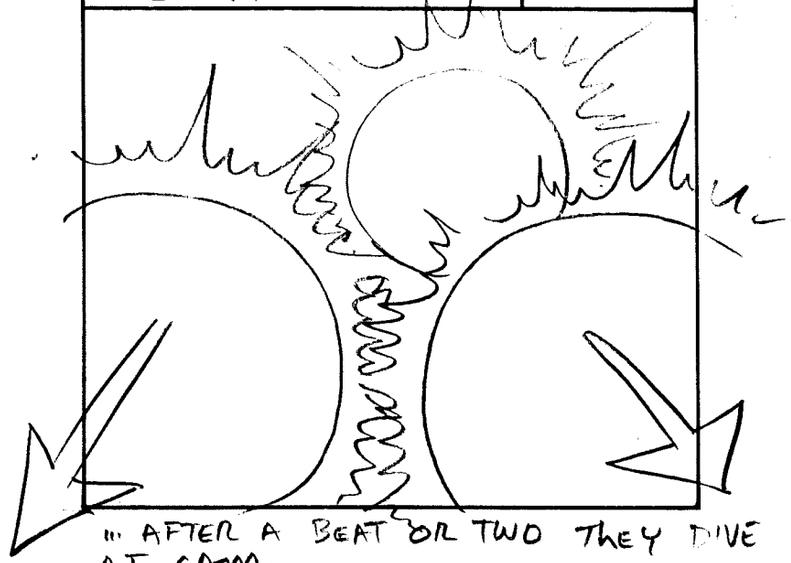
GHOSTMASTER 1

SC 10



UP SHOT OF BUILDINGS, BUBBLES RISE UP INTO SC, HOVER, GLOW EFX PULSATES....

SC CONT



" AFTER A BEAT OR TWO THEY DIVE AT CAM.

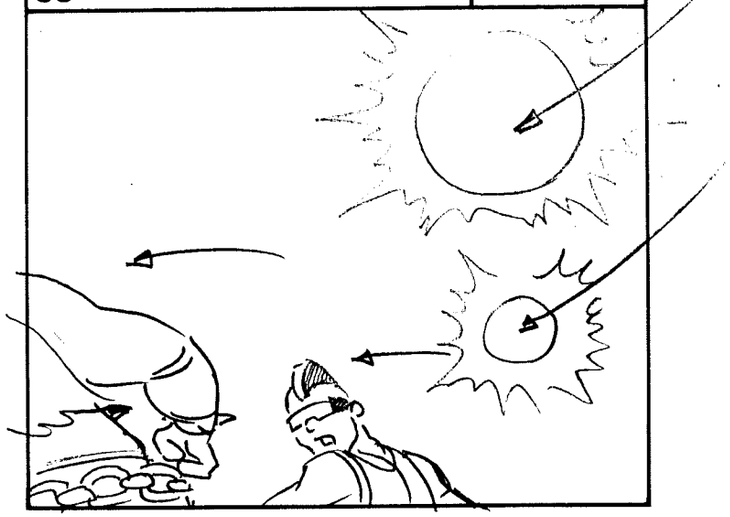
DIC

SHOW ACT PAGE 7

SC 11

GANG MEMBERS REACT....

SC CONT



...TURN + EXIT SC. BUBBLES INTO SC

SC 12

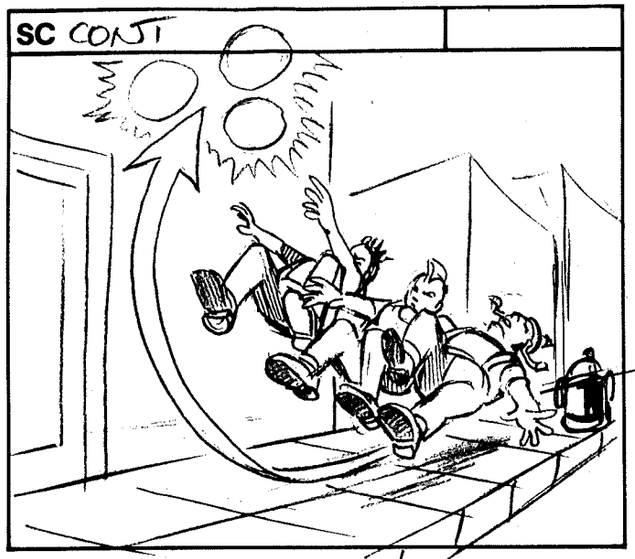
THUGS RUN TOWARDS CAM, BUBBLES INTO SC AFTER THEM — GAINING ON THEM ---→

CONT.

DIC

SHOW ACT PAGE

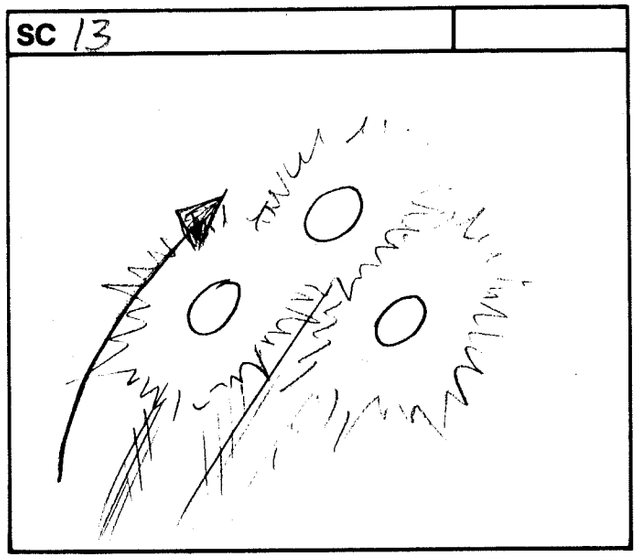
SC CONT



BG STOPS

GLOBES INTO SC, TRIPPING THEM.

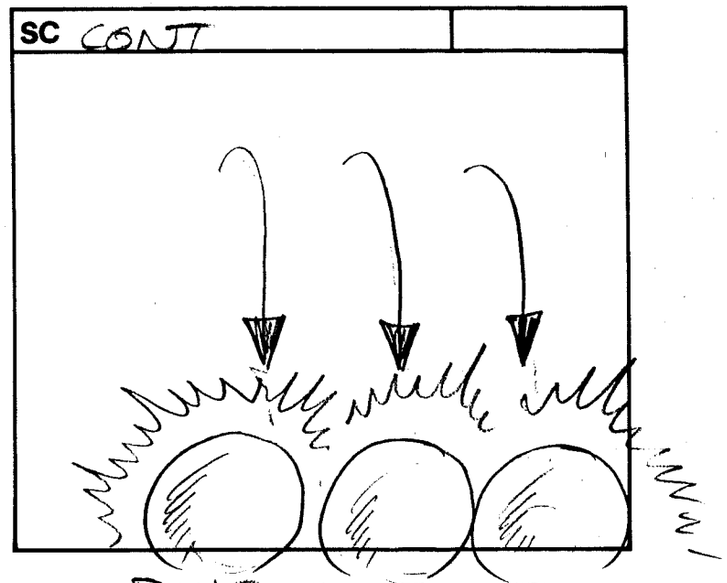
SC 13



NIGHT SKY. BG

GLOBES RISE, THEN ...

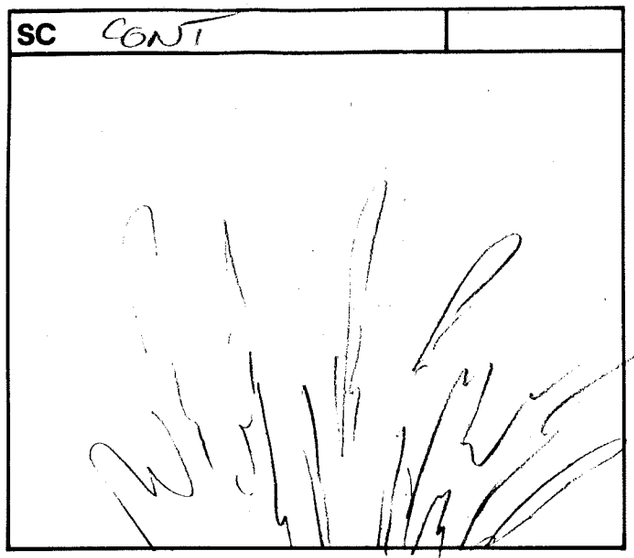
SC CONT



... DIVE DOWN AT CAM.

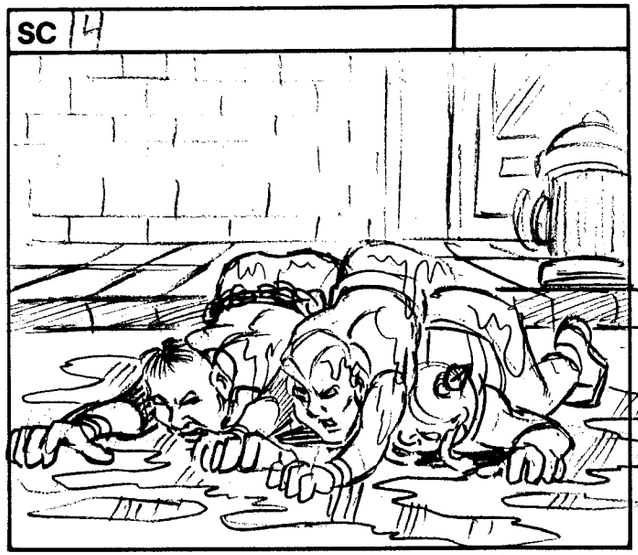
THREE HOODLUMS (6)
(SURPRISE AD-LIBS: "Hey! What're you doin'?" "Look out!" Etc.

SC CONT



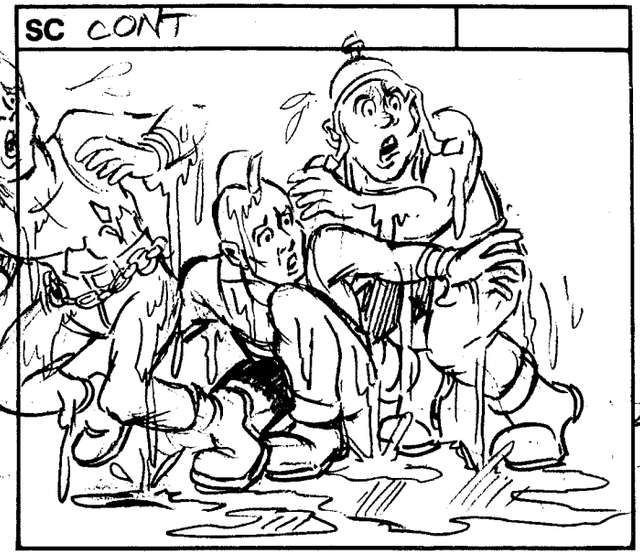
... SLIME SPLATS UP INTO SC.

SC 14



CUT TO THUGS IN PILE COVERD WITH SLIME

SC CONT



CONT

THEY GET UP AND RUN OS

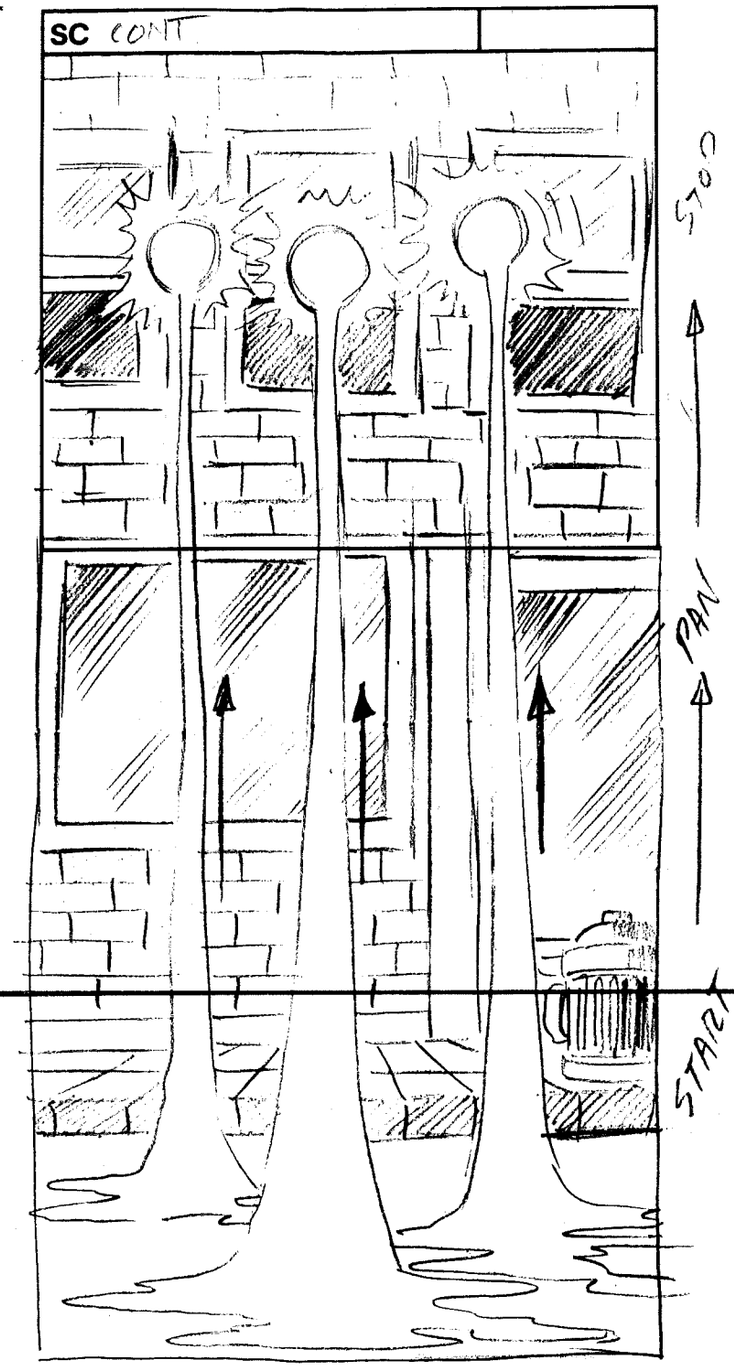
SFX: SPLAT! SPLAT! SPLAT!

THREE HOODLUMS
(AD-LIB YELLS of fear as they go)

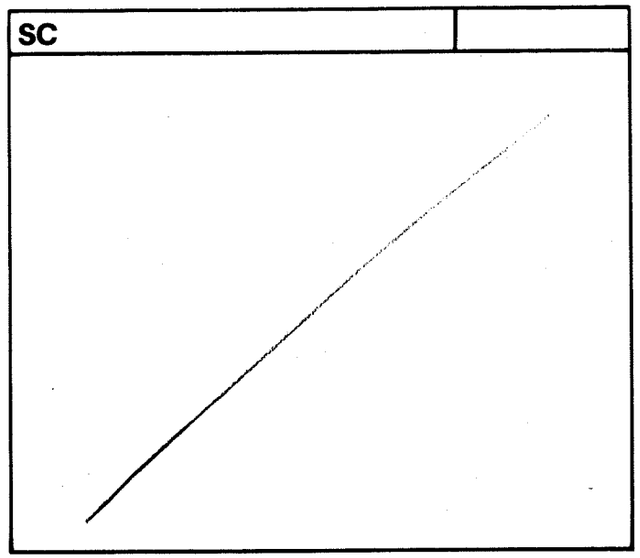
DIC

SHOW ACT PAGE 1 4

SC CONT

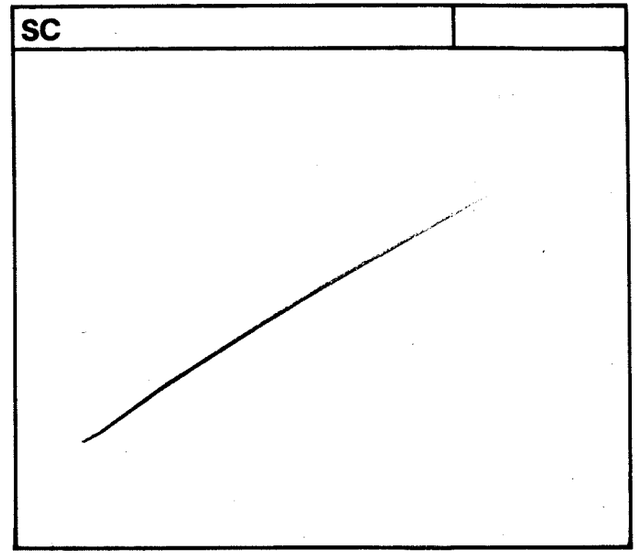


SC



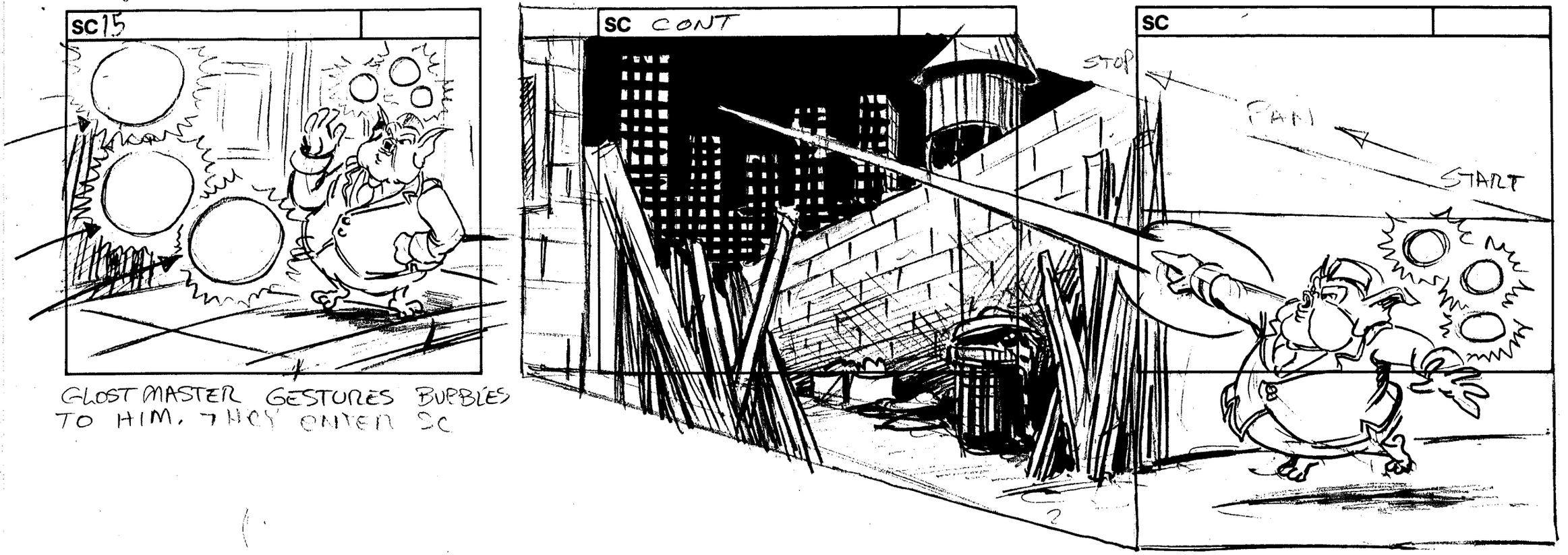
HOLD ON PUDDLE OF SLIME, IT QUIVERS, THEN RISES AND FORMS INTO THE THREE SLIME BALLS.

SC



DIC

SHOW ACT PAGE 10



GHOST MASTER GESTURES BUBBLES TO HIM. THEY ENTER SC

GHOST MASTER SHOOTS BOLT TOWARDS BUILDINGS IN BG

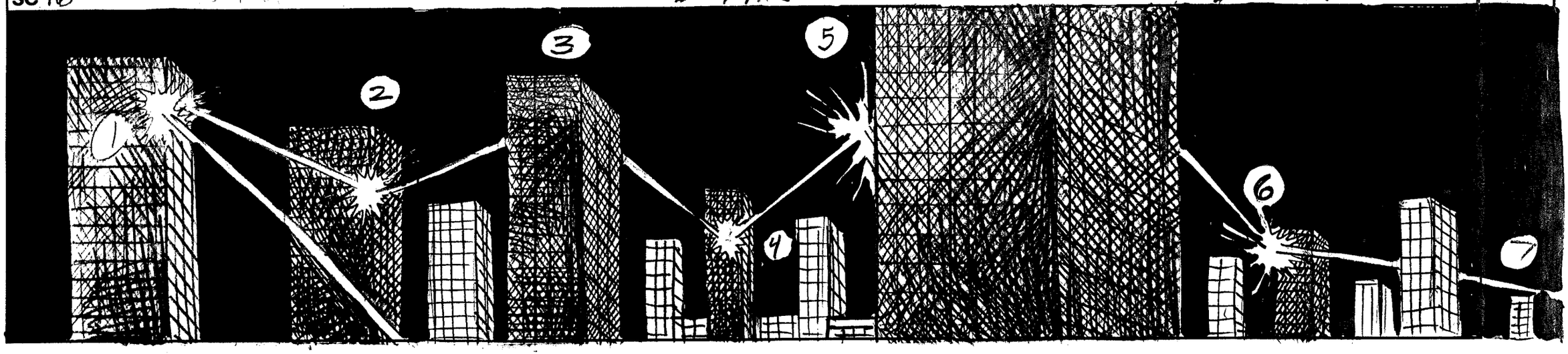
GHOSTMASTER (8)
Come, children.

GHOSTMASTER (CONT) (9)
It's time to settle an old score.

DIC

SHOW ACT PAGE 1

SC 16 START → PAN → STOP



EXT. NEW YORK CITY - NIGHT - HIGH AND WIDE SHOT

The energy bolt bounces from building to building like a pinball as it travels down Manhattan Island. The lights in the buildings it hits go out, leaving little gaps of darkness against the illuminated surroundings.

SFX: PINBALL STUFF → ETC

DIC

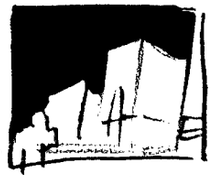
SHOW ACT PAGE 12

SC 17

EXT. GHOSTBUSTER HQ, ENERGY BOLT INTO SC HITS IT....

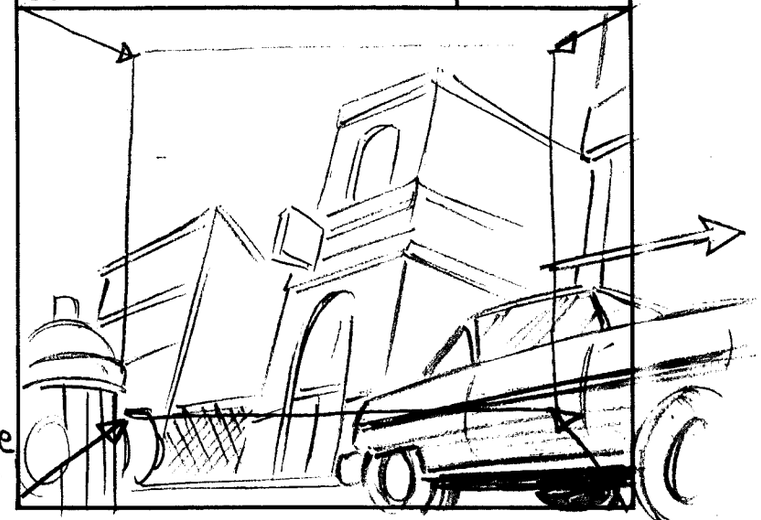
SC CONT

....DX FLAMES ENGULF THE BUILDING THEN FADE OFF, HOLD A BEAT BEFORE DISSOLVE..



DISS SC TO DAYTIME

SC CONT

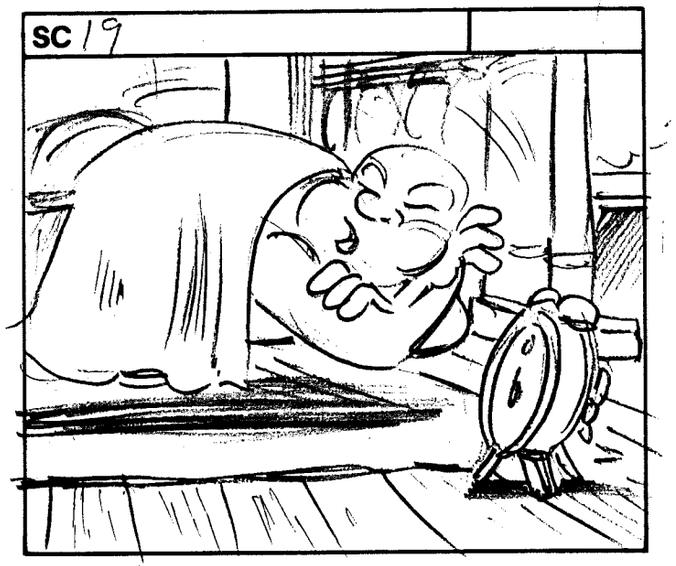


..SCENE DISSOLVES TO DAYTIME CARS PASS THROUGH SC AS WE TRUCK IN ON BUILDING.

18 DIC SC — TRUCK IN —

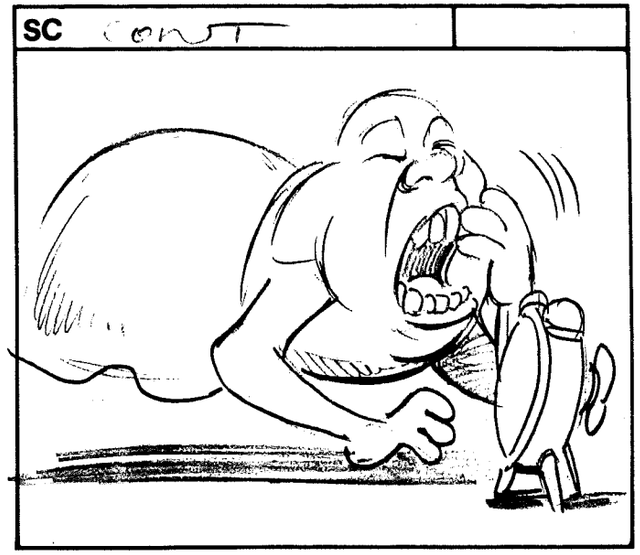
INT GHOSTBUSTER HQ (BEDROOM)
TRUCK IN ON SLIMER

SC 19



CLOSER ON SLIMER
STARTING TO WAKE UP...

SC CONT



HE YAWNS.

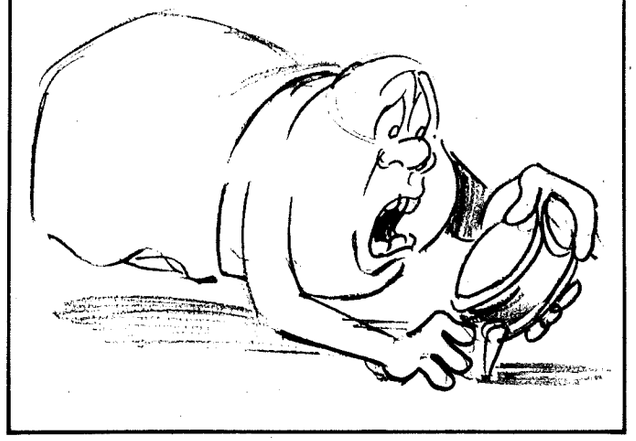
(SNORING) GHOSTBUSTERS & SLIMER (10)

SLIMER
(SNORING, the SNORTS awake) (11)

DIC

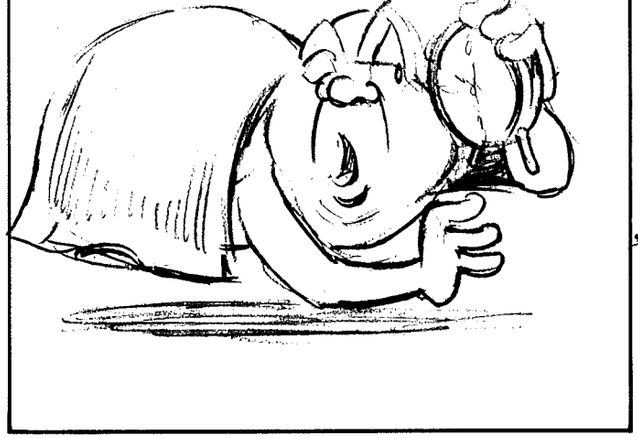
SHOW ACT PAGE 4

SC CONT



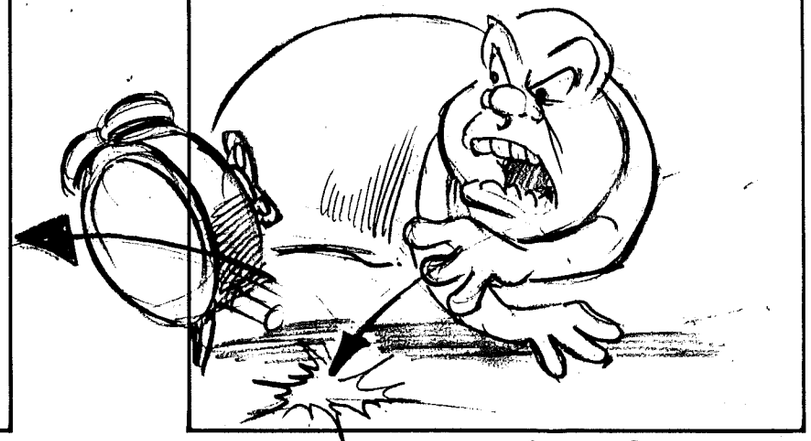
HE LOOKS AT CLOCK.

SC CONT



" LIFTS IT TO EAR AND SHAKES IT

SC CONT



TOSSES CLOCK O.S.

SLIMER CONT:

Uh-oh! Late!

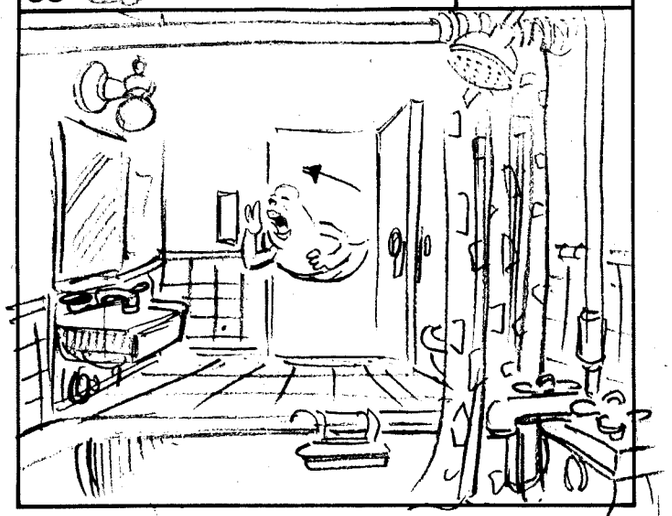
SHOULD BE " 3:00 IT CAN'T BE?

Broken. SLIMER (CONT) (12)

DIC

SHOW ACT PAGE 1

SC 20

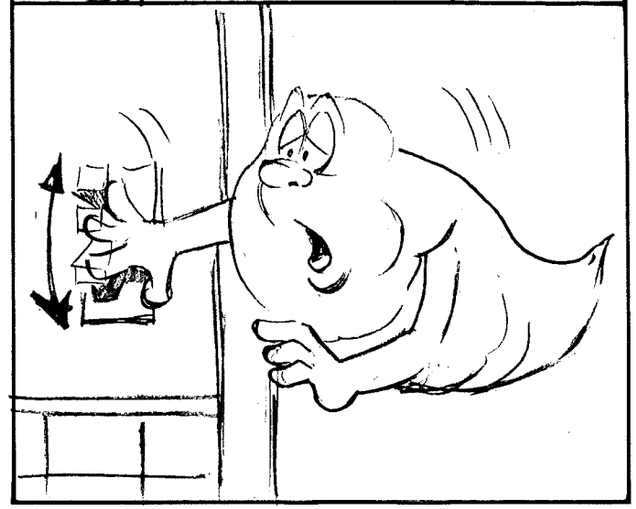


INT GHOSTBUSTER BATHROOM
CAMERA FLOATS INTO SC
YAWNING

SC 21

RUBS EYES WHILE HE
FLIPS SWITCH.

SC CONT

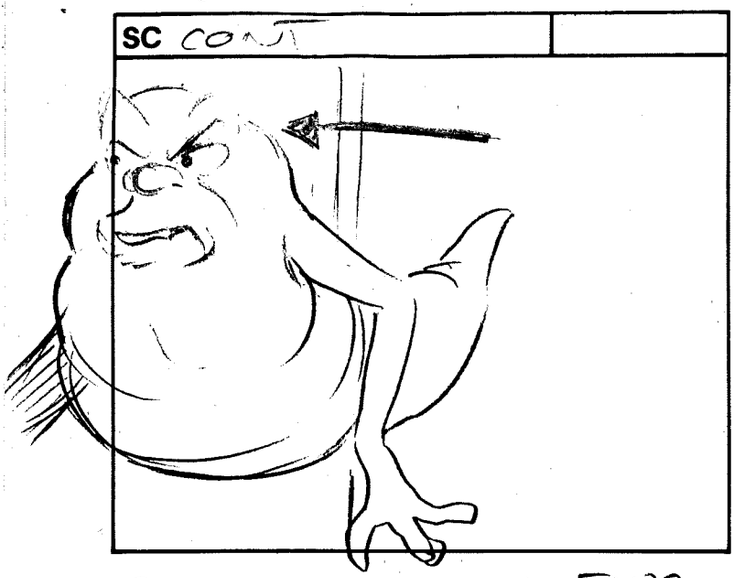


FLIPS SWITCH ON + OFF
FAST

DIC

SHOW ACT PAGE 16

SC CONT



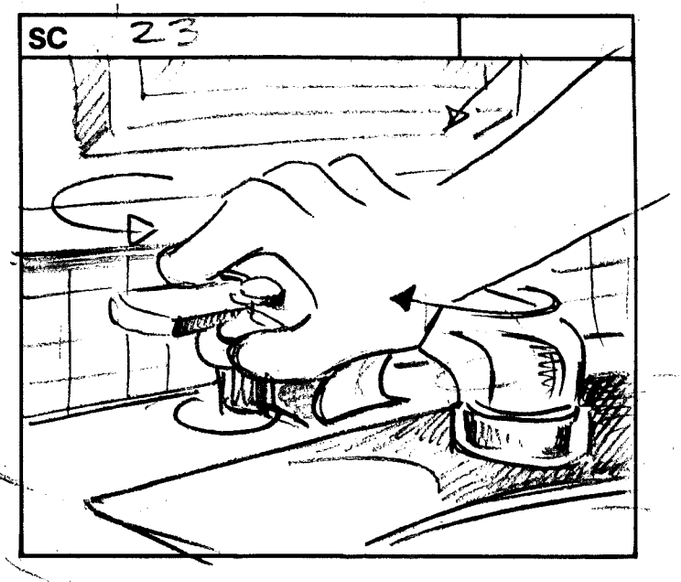
... SLIMER ANGRILY FLYS TOWARDS CAMERA (HOLD A BEAT)

SC 22

SLIMER LIFTS TOOTHBRUSH UP AND STARTS BRUSHING.

ADD BEAT OF SLIMER IN

SC 23



CU SINK, SLIMER TURN. HANDLE, NOTHING HAPPENS.

---

(13)

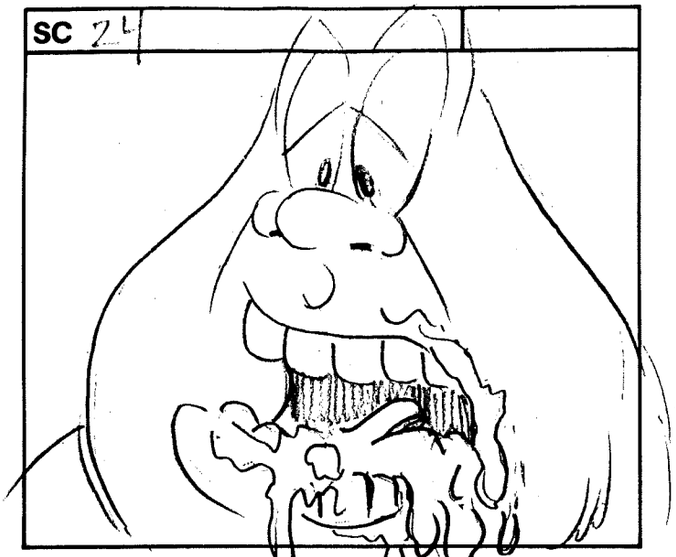
SLIMER (CONT)
(GRUMBLES unintelligibly)

SLIMER:
(AD LIB SINGING)
Ghostbuster's Theme?
~~Oh WHAT A BEAUTIFUL MORNING?~~

DIC

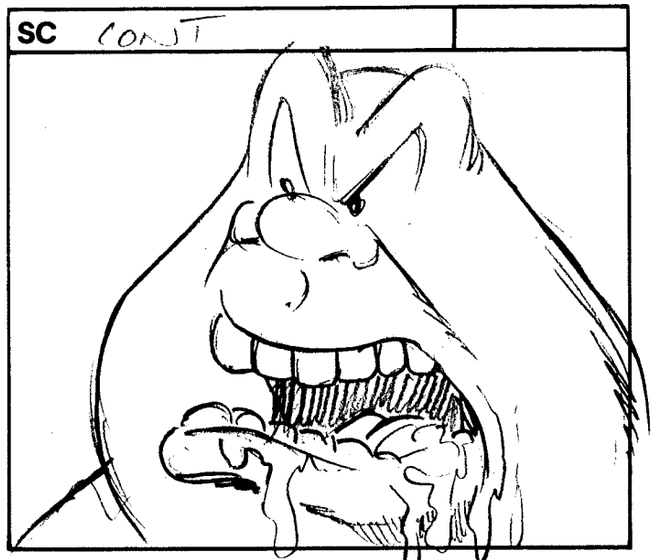
SHOW ACT PAGE 11

SC 24



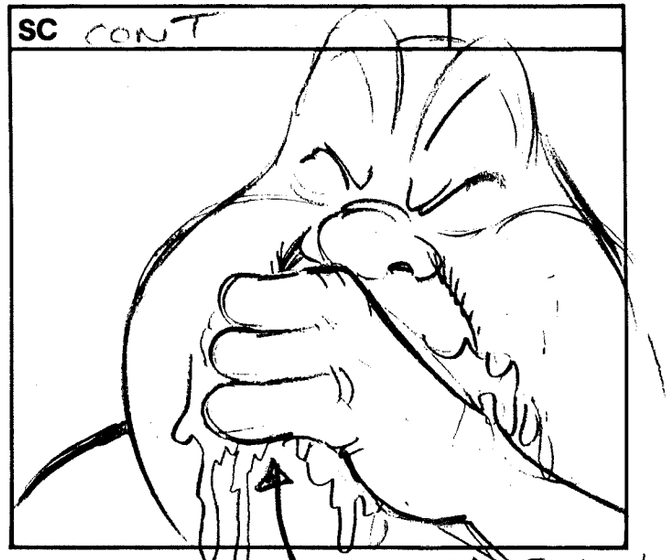
CLOSE ON SLIMER, PERPLEXED..

SC CONT



...GROWS ANGRY...

SC CONT



SLIMER WIPES FACE WITH HAND...

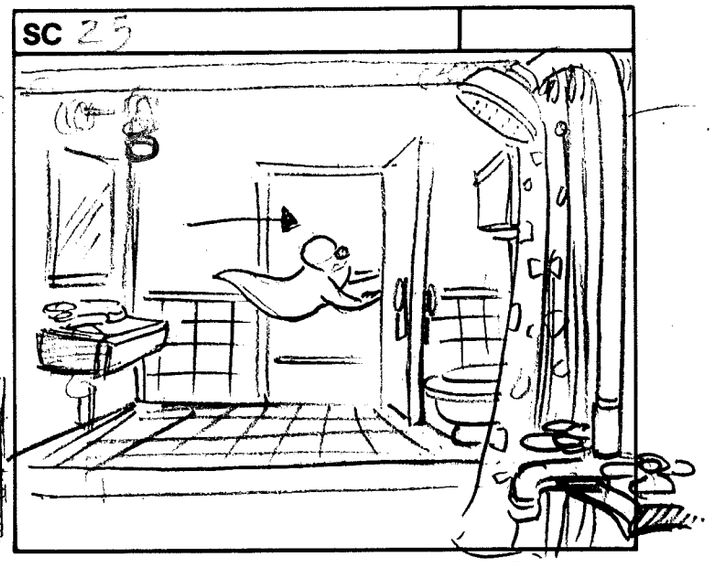
SLIMER

"HUH?"

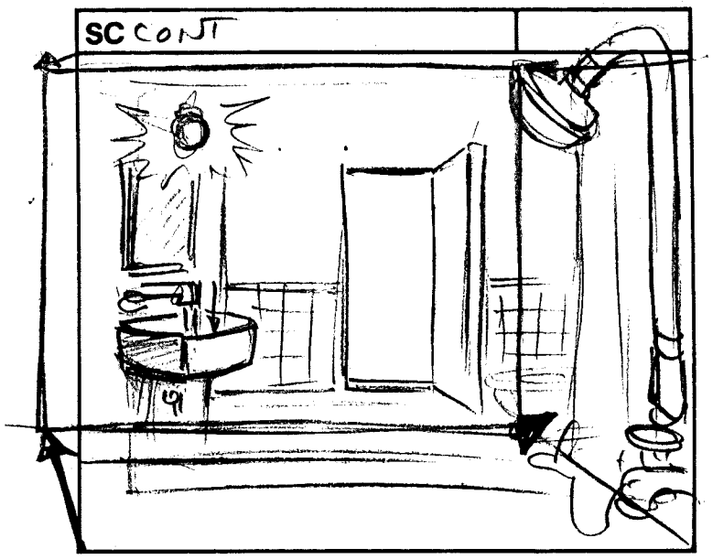
(14) SLIMER (CONT)
(grossed-out)

Rats!

WIPES FACE, CLEAN + EXITS SC.



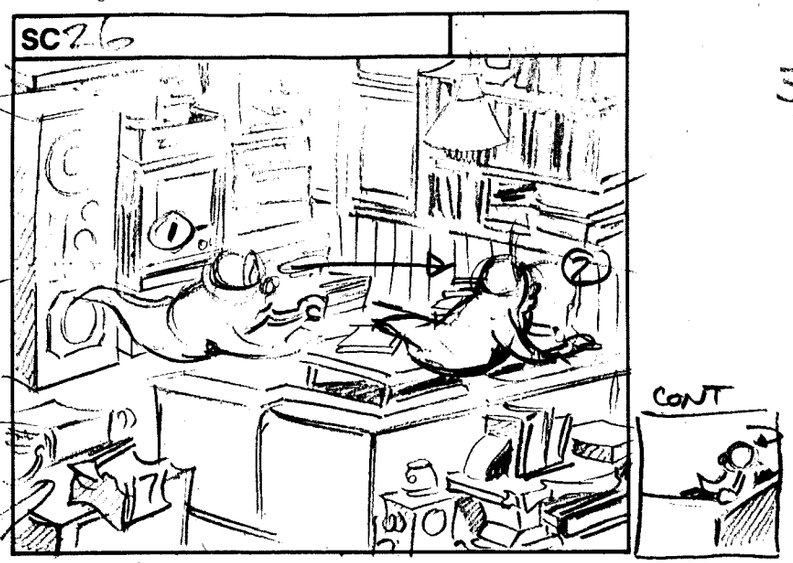
SLIMER EXITS SCENE.



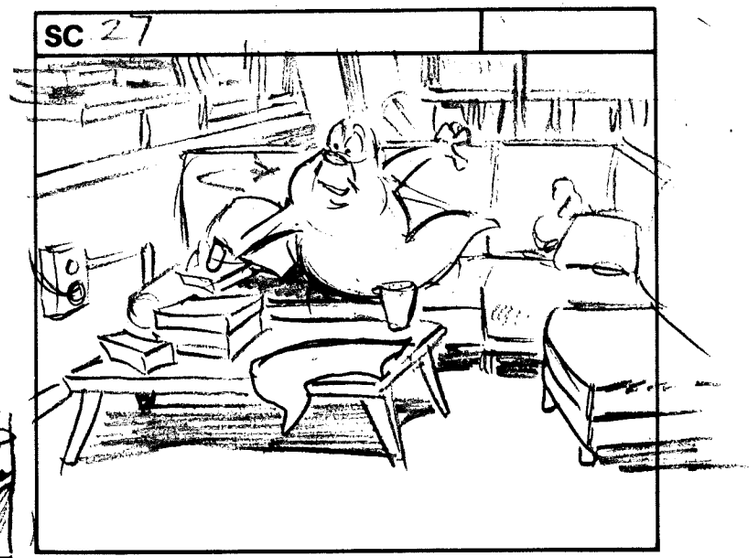
AS SLIMER EXITS SC, LIGHT AND FAUCET TURN ON.

(15) SLIMER (CONT)
(More MUTTERING as he goes)

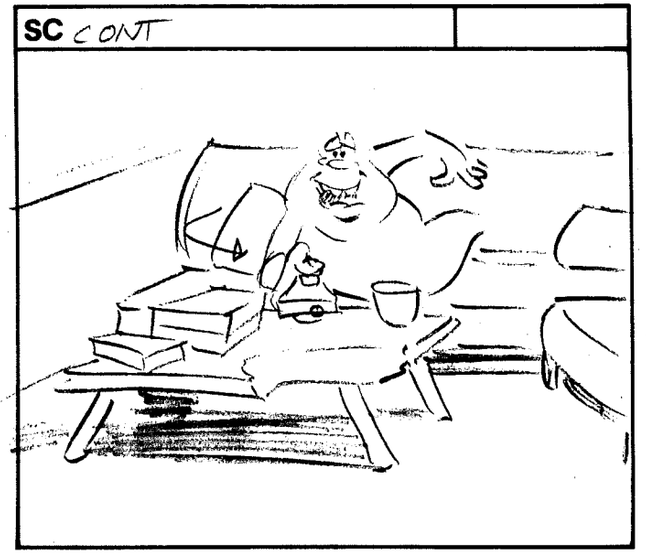
SFX: FAUCET RUNNING-



ENT LOUNGE;
SLIMER FLOATS OVER TO THE SOFA.



SLIMER SETTLES, REACHES FOR REMOTE CONTROL.

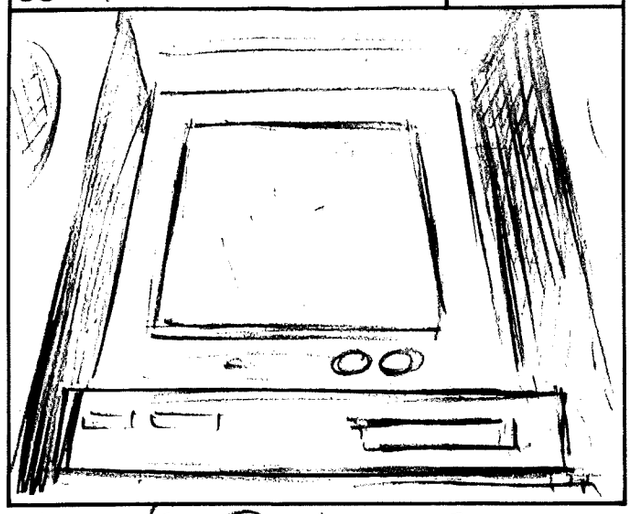


CLICKS REMOTE AND PAUSES EAGERLY...

(16) SLIMER (CONT)
(HUMMING happily)

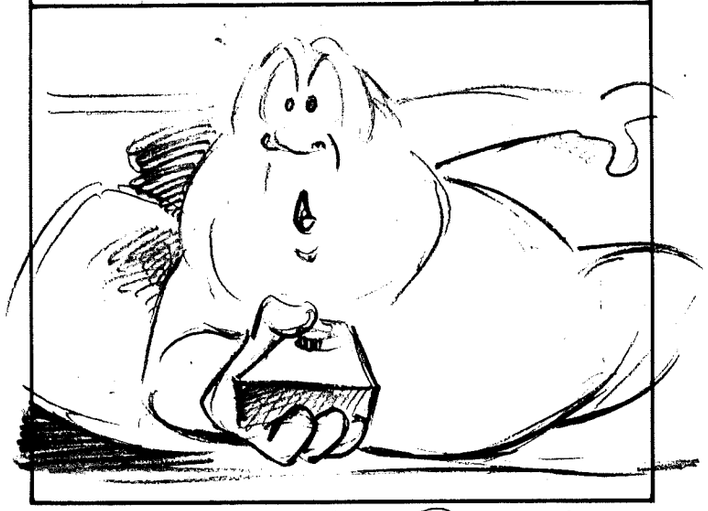
SFX: CLICK!!

SC 28



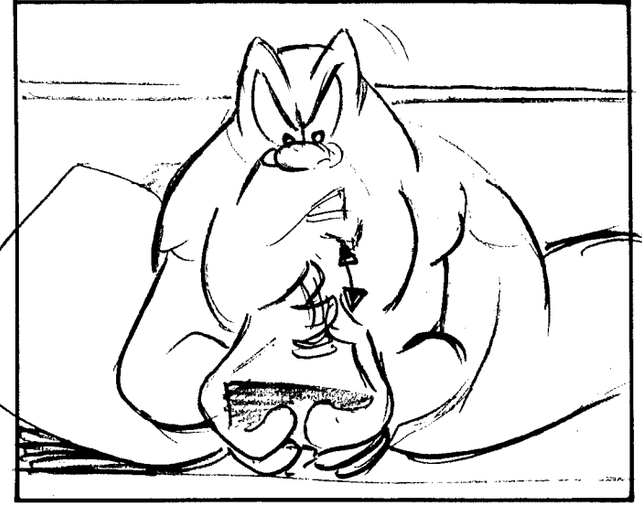
SLIMER'S P.O.V., THE T.V. IT DOSENT ACTIVATE.

SC 29



ON SLIMER. REACTING

SC CONT



... CLICKS REMOTE CONTROL FEVERISHLY.

SLIMER CONT (VO)

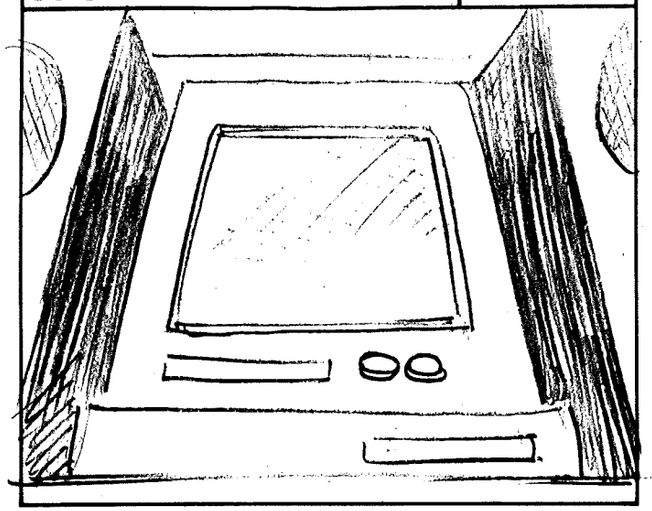
" HUMMING (CONT) "

Huh? (17) SLIMER (CONT)

DIC

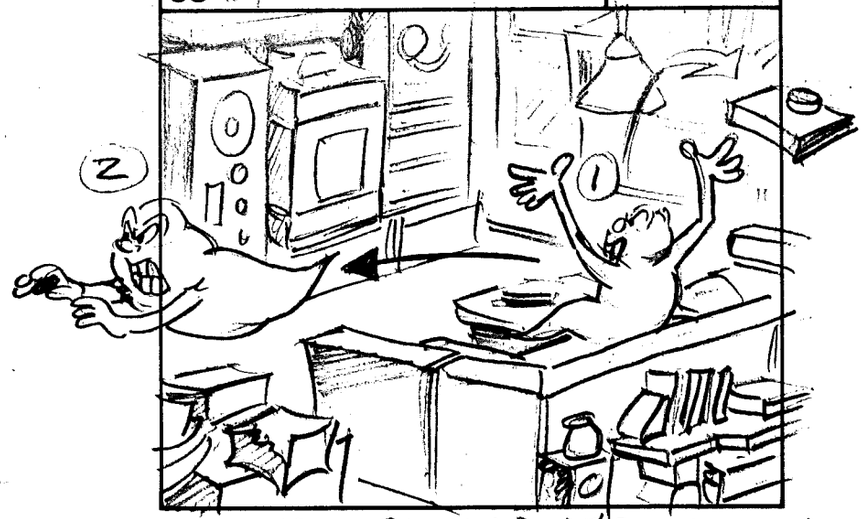
SHOW ACT PAGE 2

SC 30



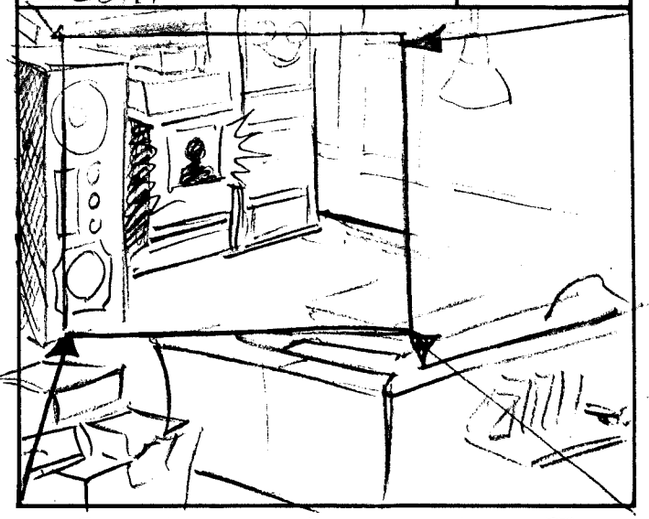
ON TV SET AS BEFORE. NOTHING HAPPENS.

SC 31



WIDER, SLIMER THROWS ARMS UP IN DISCUST, REMOTE CONTROL FLYS UP + O.S. SLIMER O.S.

SC CONT



TRUCK IN ON TV AS IT ACTIVATES...

---

(18) SLIMER (CONT)

YAARGH!!

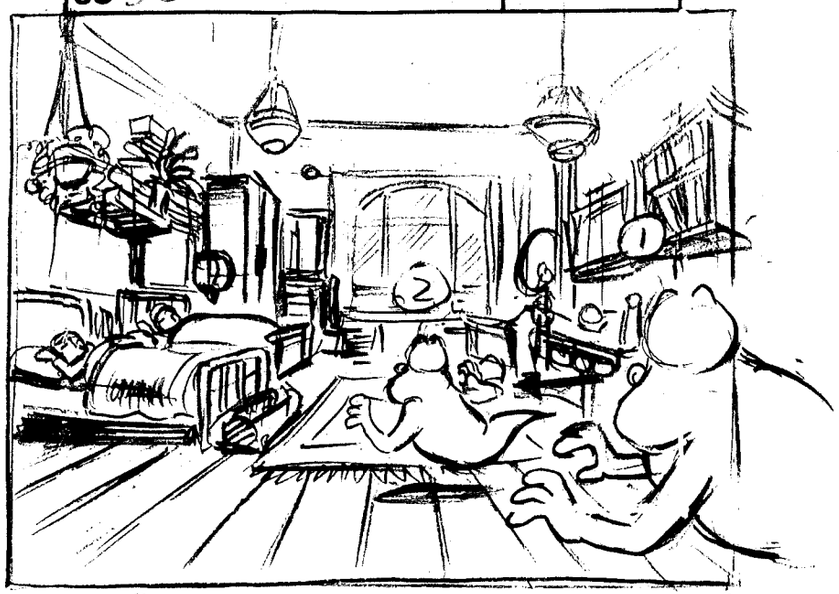
TV ANOUNCER (AD LIB)

SUG DIAL ▷ POLICE ARE STILL BAFFLED BY THE MYSTERIOUS POWER OUTAGES LAST NIGHT,...

DIC

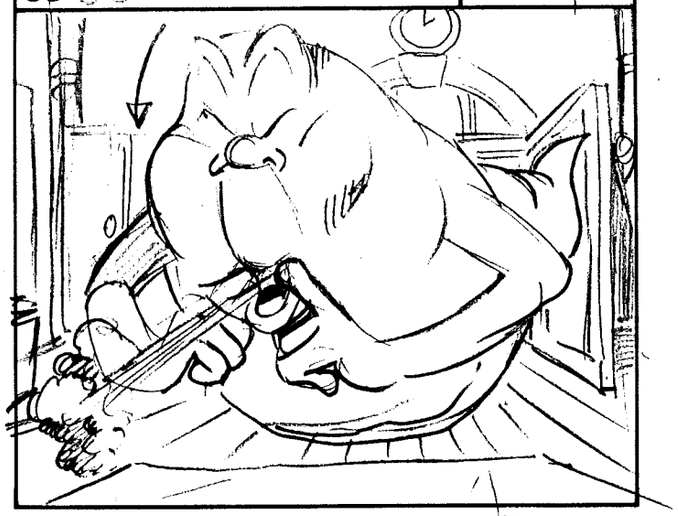
SHOW ACT PAGE 22

SC 32



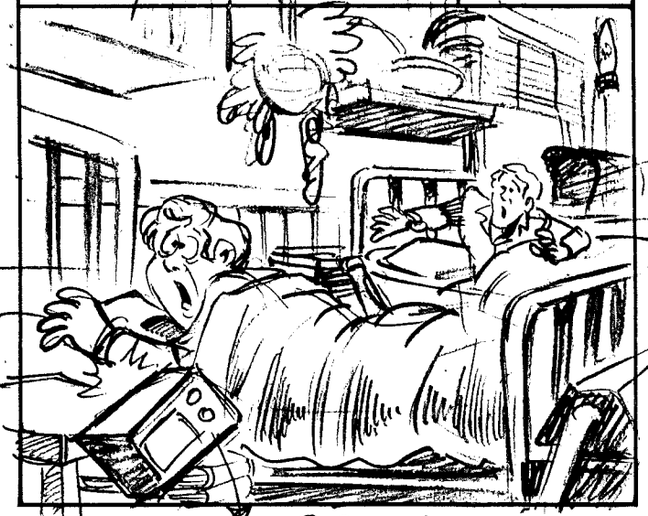
INT BED ROOM, GHOSTBUSTERS ARE SLEEPING. SLIMER INTO SC + STOPS

SC 33



CLOSE ON SLIMER, PUTS TWO FINGERS IN MOUTH AND WHISTLES...

SC 34



CLOSE ON RAY + WINSTON THEY JUMP UP,

---

(19) SLIMER (CONT)
(Blows a loud WHISTLE)

(20) GHOSTBUSTERS
(SNORING suddenly breaks up into SNORTS as Guys are startled awake)

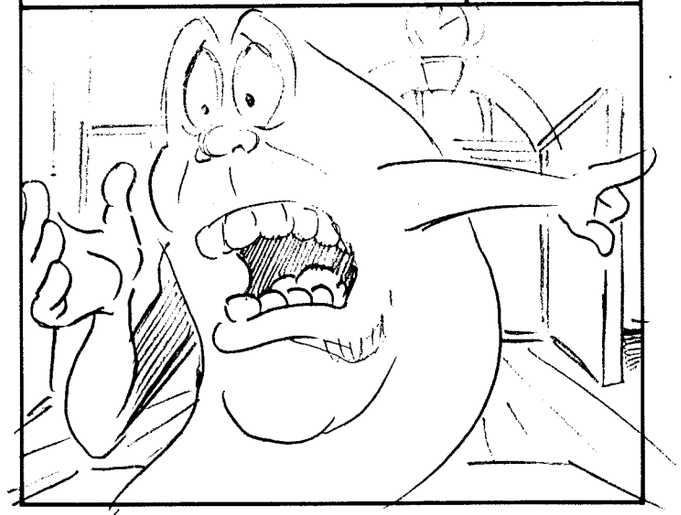
DIC

SHOW ACT PAGE 23

SC 35

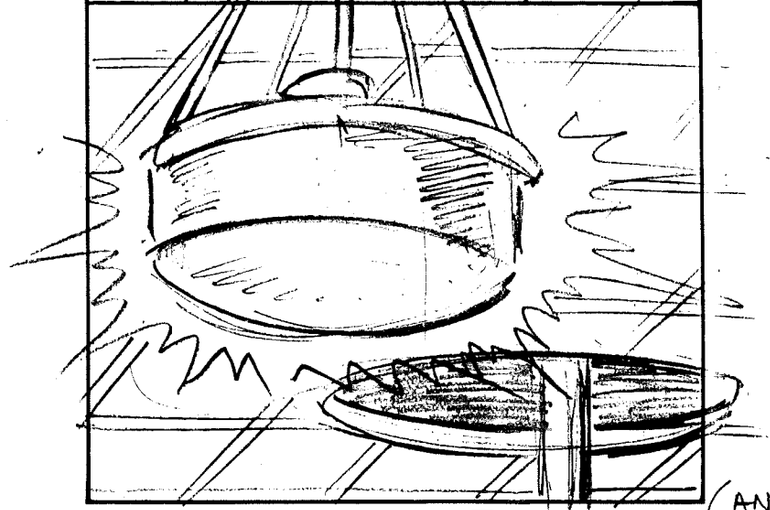
EGON PUTS ON GLASSES, PETER GESTURES.

SC 36

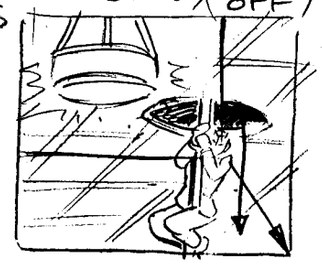


SLIMER IS FRANTIC.

SC 37



CU LIGHT, IT FLICKERS (AND GOES OFF) AS WINSTON SLIDES INTO SC WE TRUCK BACK (WINSTON NOW IN UNIFORM)



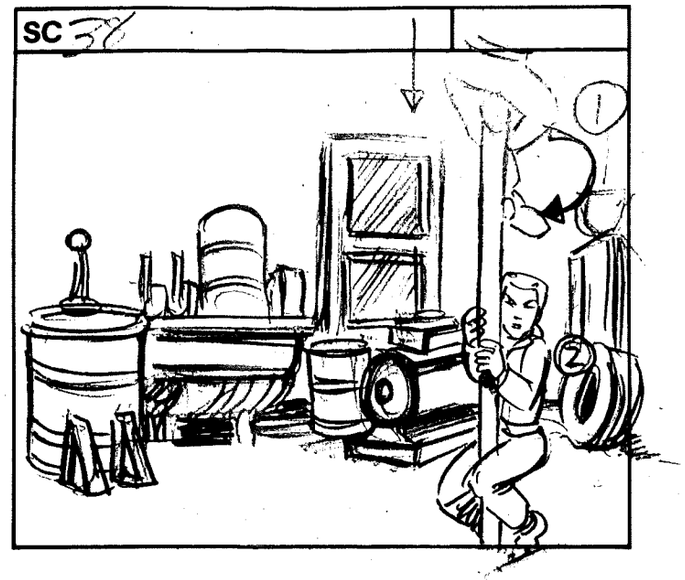
(21) PETER
(sleepy)
Slimer!...What's wrong with a simple "Good Morning?"

(22) SLIMER
(complaining)
Sorree,...everything's bro-ken!

DIC

SHOW ACT PAGE 21

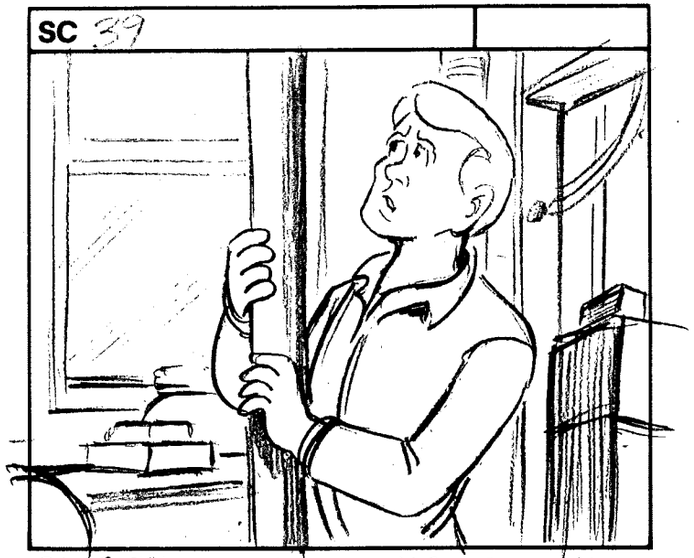
SC 38



INT. GARAGE BAY/OFFICE AREA - DAY - FAVORING FIREMAN'S POLE

The lights are on. Then suddenly they flicker and go off. A moment later WINSTON appears in his pajamas, sliding down the pole. He lands,

SC 39



CLOSE IN ON WINSTON HE STRAIGHTENS, LOOKS PERPLEXED..

SC CONT

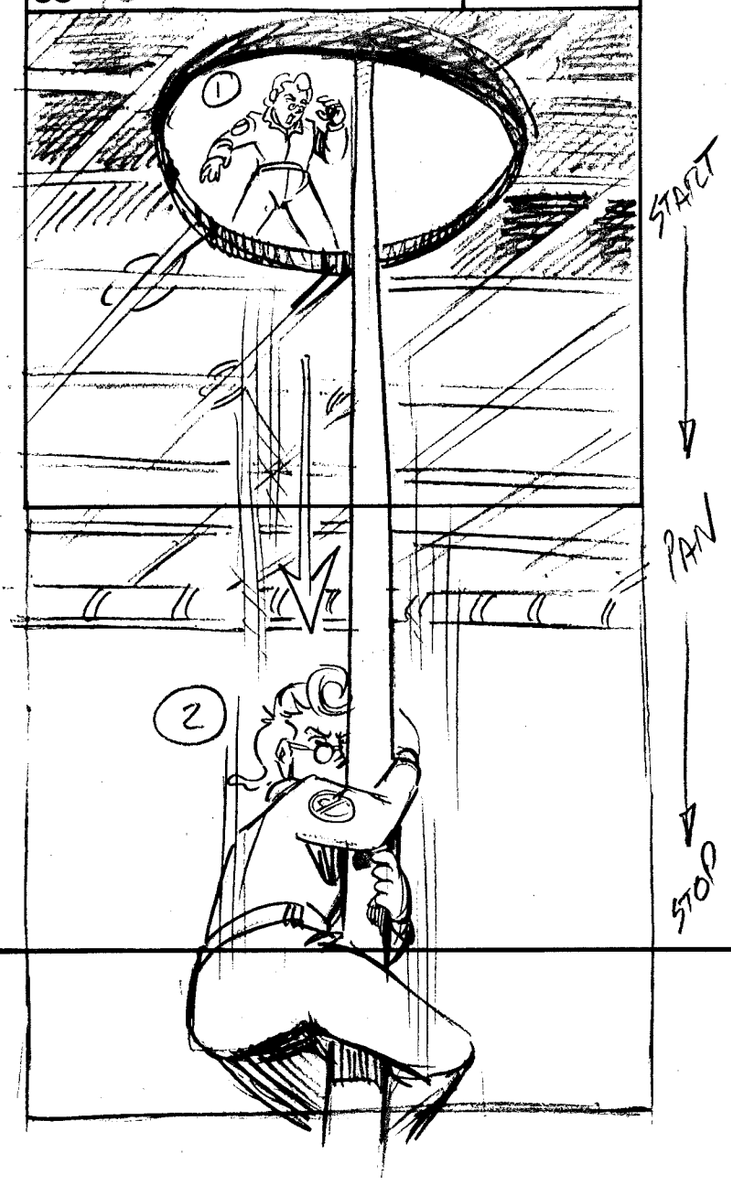
.. SHOUTS UP + OS

(24) WINSTON
(yells)
Egon! We've got a power failure!

DIC

SHOW ACT PAGE 24 A

SC 40

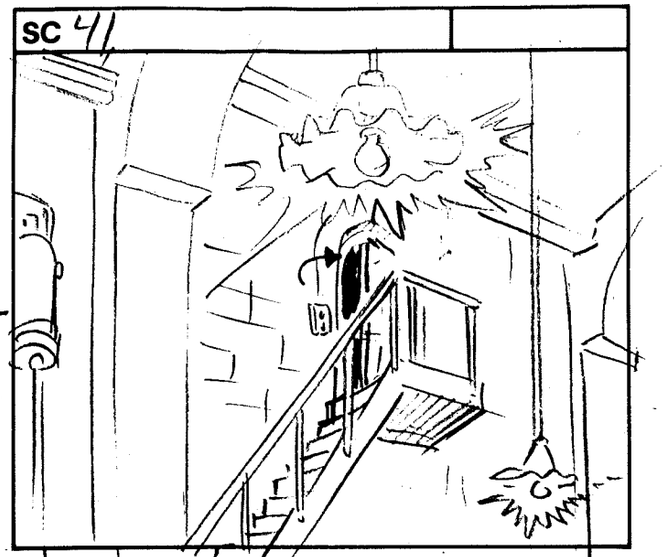


SC

SC

EGON!

"WE'D BETTER CHECK THE CONTAINMENT CHAMBER. I'M COMMING DOWN."



INT. BASEMENT - UPANGLE ON METAL STAIRWAY LANDING

The lights are on -- for a moment -- and then they go out as door atop landing opens, (JUST A LITTLE)

CLOSER ON DOOR AS IT CONTINUES TO OPEN. REVEALING WINSTON + EGON. WINSTON HOLDS FLASH LIGHT - EGON HOLDS CANDLE

CLOSER ON EGON PONDERING.

(25) WINSTON (CONT)
Did you see that? The lights went out when we came in -- just like upstairs.

(26) EGON
(doubtfully)
It could be a short circuit.

DIC

SHOW ACT PAGE 6

HOOKS FLASH LIGHT TO HIS BELT

(27) WINSTON
Then why don't our flashlights work?

(28) WINSTON (CONT)
And why's the containment okay?

(29) EGON
(pondering)
I don't know. Let's take a closer look.

DIC

SHOW ACT PAGE 2 > A

... THEY TURN AND START DOWN STAIRS.

SC

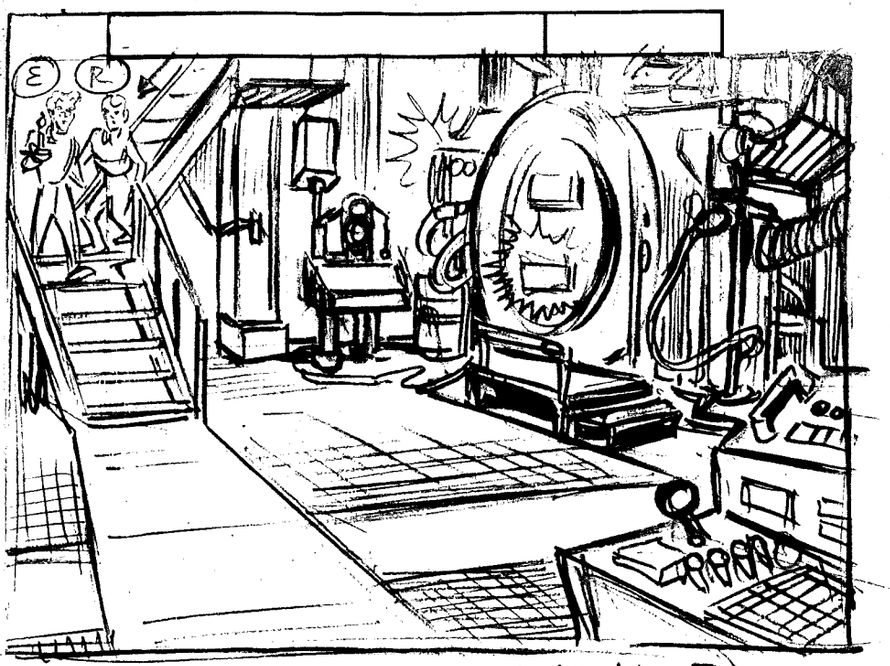
SUG' DIAL ▷

EGON;

IF THE CONTAINMENT UNIT WERE TO BE SHUT DOWN. THE DESTRUCTION WOULD BE ASTRONICAL....

WINSTON;

THATS COMFORTING!

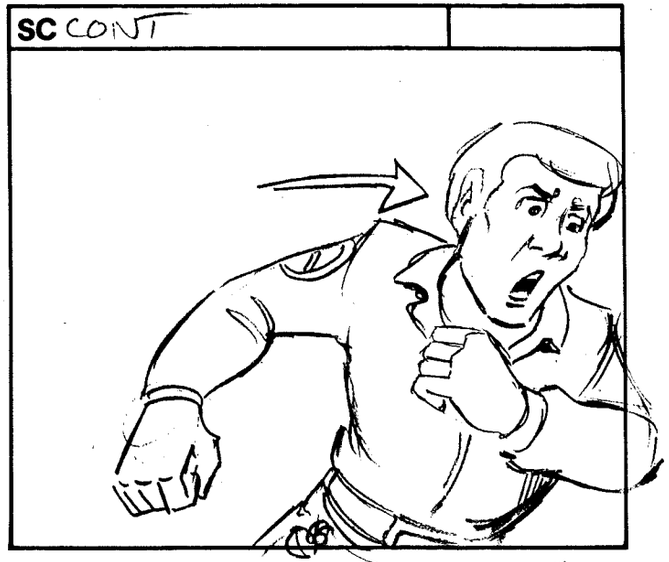


CONTAINMENT UNIT IS WORKING FINE, WINSTON + EGON INTO SC.... IT SPARKS SPUTTERS + SHUTS OFF.

SC

CLOSER ON EGON + WINSTON REACTING IN FEAR.

SC CONT



.... THEY RACE DOWN STAIRS + O.S.

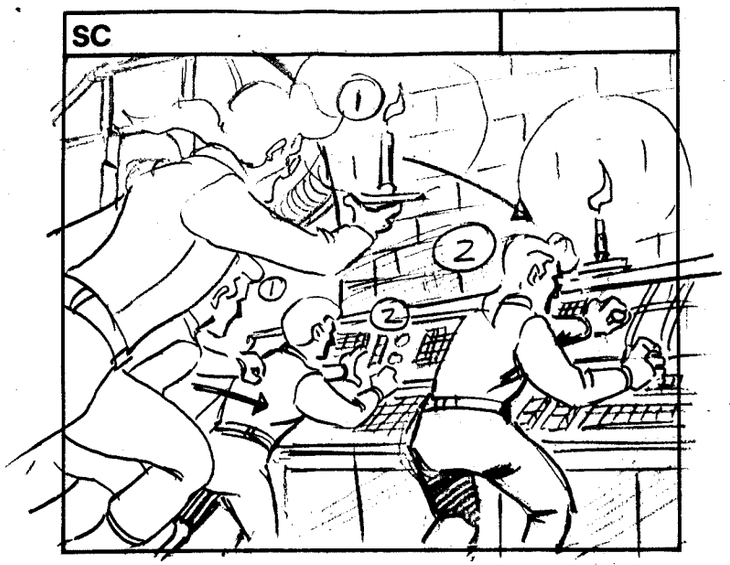
---

(30) WINSTON
Oh man!

DIC

SHOW ACT PAGE 8

SC

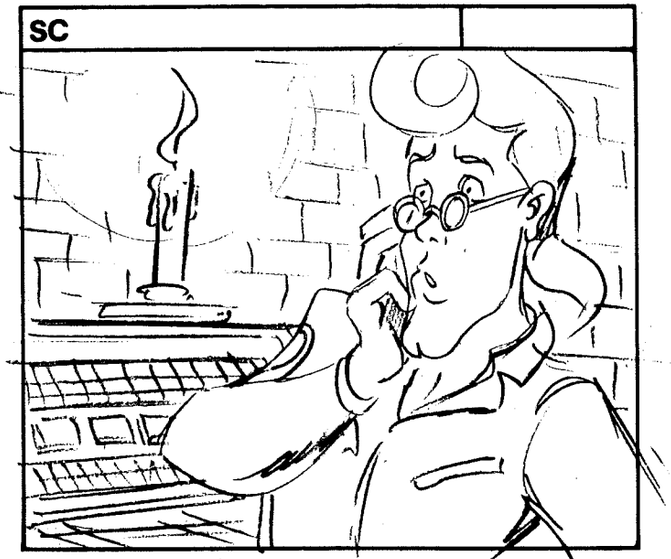


ON CONTROL PANEL/CONTAINMENT As Winston and Egon hurriedly punch buttons and throw switches.

SC

CLOSER ON WINSTON HE TURNS TO CAM RT.

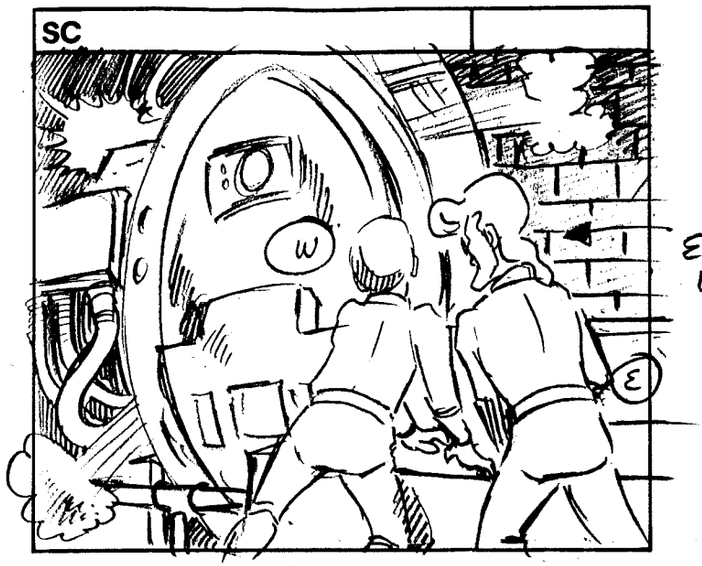
SC



EGON BACKS AWAY FROM PANNEL

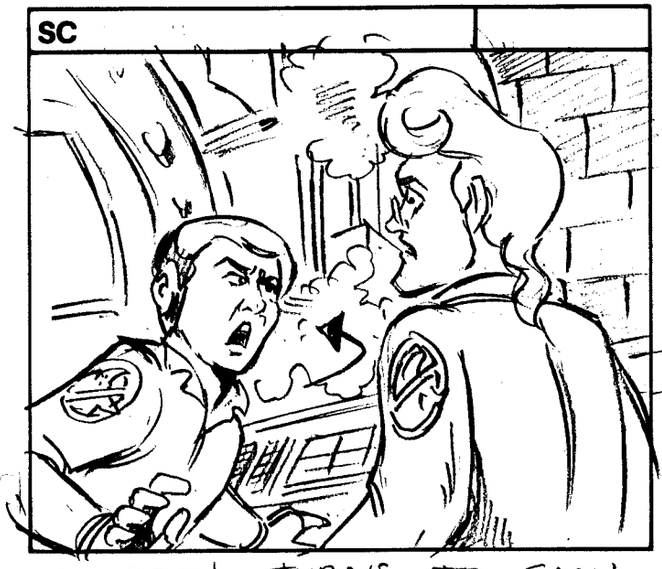
(31) WINSTON (CONT)
It's completely dead!

(32) EGON
Even the alarm's not working!



EGON LEANS INTO SC.

The Containment begins to SHUDDER, CREAK, GROAN, etc. Steam starts to HISS from seams in the metal.



WINSTON TURNS TO EGON, EGON DOSENT MOVE

WINSTON GRABS EGON DRAGS HIM O.S.

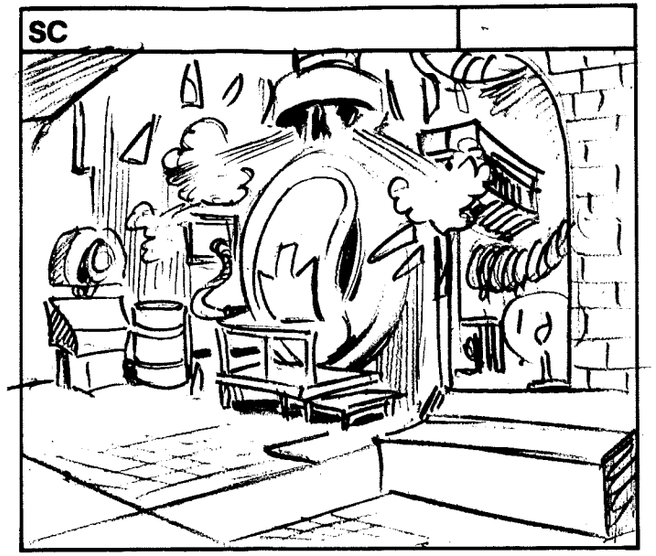
---

(33) WINSTON
Egon, she's gonna blow!

DIC

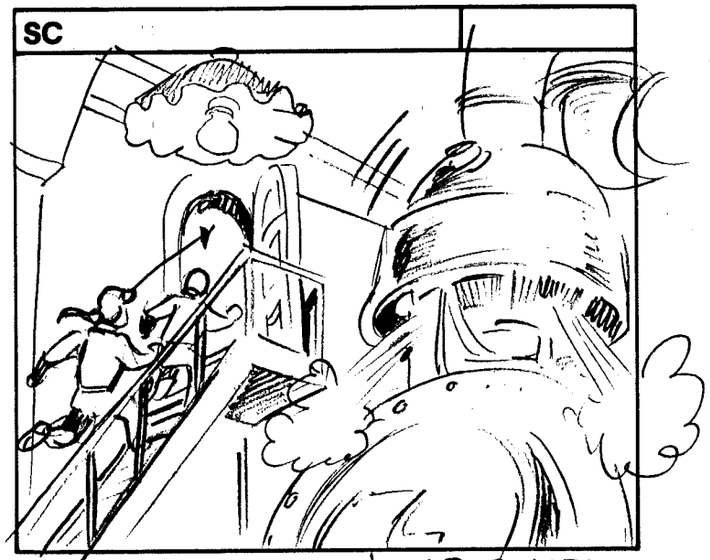
SHOW ACT PAGE 30

SC



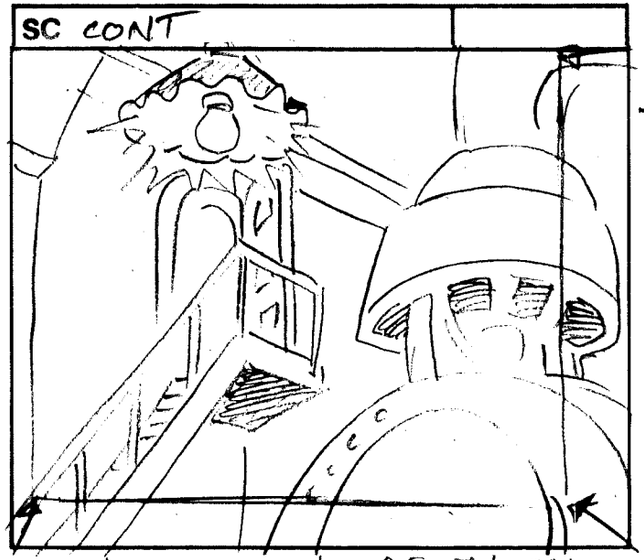
THE CONTAINMENT CHAMBER CONTINUES TO SHUDDER AND SHRIEK....

SC



EGON + WINSTON UP STAIRS + OS THRU DOOR, CONTAINMENT UNIT IN F.G. SHUDDERS + CREAK (ETC)

SC CONT



TRUCK IN ON DOOR

... AS SOON AS THEY EXIT SC, CONTAINMET SETTLES LIGHTS GO BACK ON.

DIC

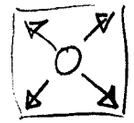
SHOW ACT PAGE 31

SC

HOLD ON DOOR A BEAT, EGON T WINSTON SNEAK IN FROM AROUND CORNER OF DOOR JAM. LIGHT FLICKERS OFF.

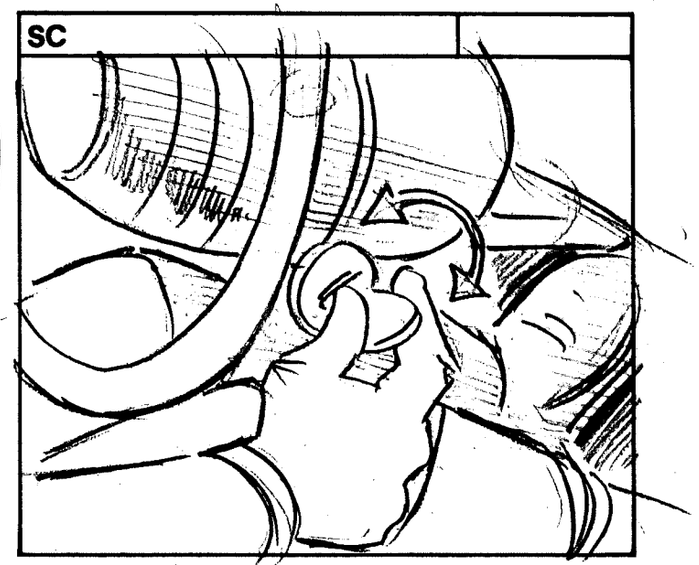
SC

THEY LOOK AT EACH OTHER SCARED.



IRIS WIPE TO...

SC

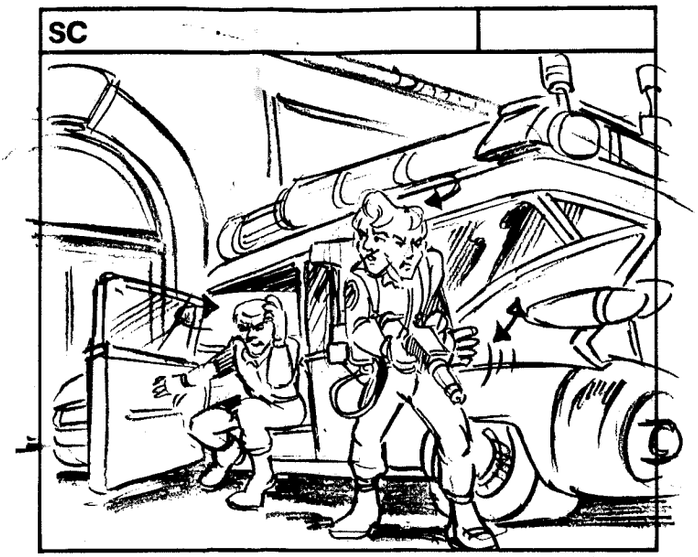


INT ECTO-1 - CU IGNITION KEY RAYS HAND TURNS IT CONTINUIOUSLY.

SFX: CLICK! CLICK! CLICK!

(34) WINSTON
(an understatement)
Man, this is too weird!

SC

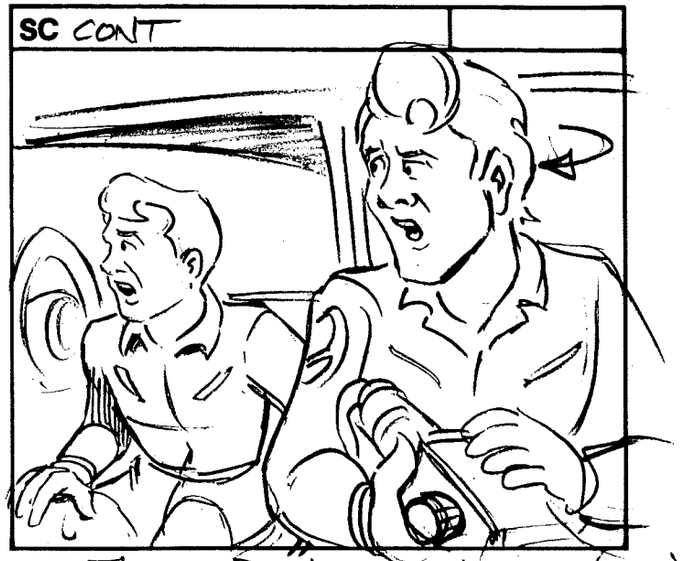


WIDE, PETER TRIES TO MAKE PROTON PACK WORK, HITS IT. RAY TURNS FROM STERRING WHEEL.

SC

CLOSER RAY POINTS TO PETER'S PROTON PACK.

SC CONT



.... THEY BOTH LOOK OS (LT) REACTING TO SLIMERS DIAL.

---

(35) PETER
Dead battery?

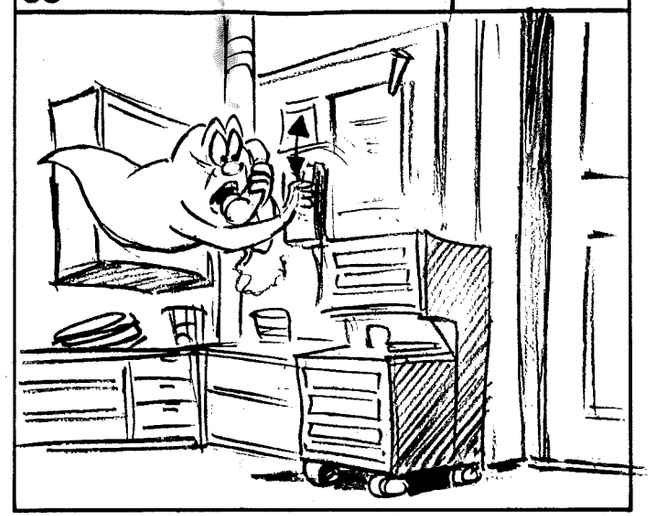
(36) RAY
Dead as that proton pack.

(37) SLIMER (LOUD)
Hello, hello, hello!

DIC

SHOW ACT PAGE 13

SC



SLIMER AT WALL PHONE, CLICKS THE RECIEVER REPEATIDLY.

SC

CLOSE ON SLIMER TURNS TO CAM AND GESTURES.

SC

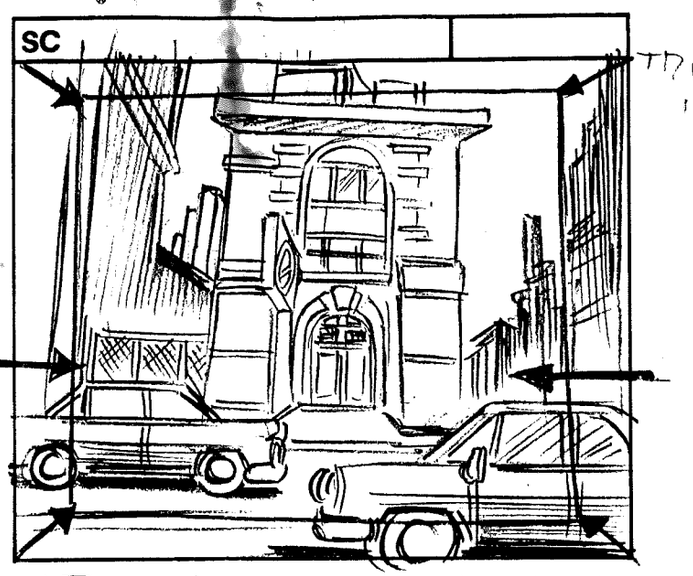
BACK ON PETER + RAY, PETER GROWS REALLY ANGRY.

---

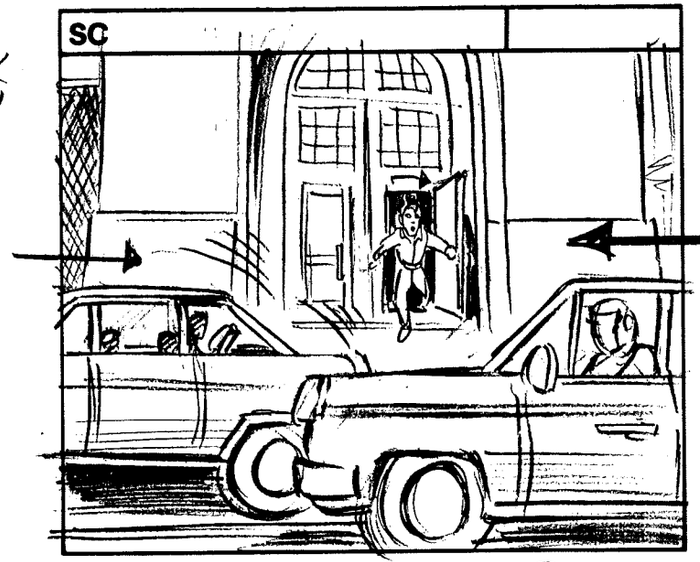
(38) SLIMER (CONT)
(into phone)
I said HEL-LO!

(39) SLIMER (CONT)
Phone broken, too.

(40) PETER
That does it. I'm gonna find a pay phone and give the power company a piece of my mind.



EXT GHOST BUSTERS HQ, CARS WIZ BY. (SEVERAL)



NOTE PETER, DOSENT HAVE PROTON PACK.

CLOSE IN ON DOORS, PETER STEPS OUT, CARS INTO SC, THEY CHOKE AND DIE.

CLOSE ON PETER REACTING.

What...?? (41) PETER (CONT)